

GURPS

TECHNOMANCER

HIGH MAGIC. HIGH TECH. HIGH ADVENTURE.



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ISBN 1-55634-359-0

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

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ABOUT GURPS

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Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for **GURPS**. It also covers all the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun* and many more – and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures* and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

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GURPSnet. Much of the online discussion of **GURPS** happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to: www.io.com/GURPSnet/www.

PAGE REFERENCES

See **GURPS Compendium I**, p. 181, for a full list of abbreviations for **GURPS** titles. Any page reference that begins with a B refers to the *Basic Textbook of Magical Formulae* (also known as the "Berkeley Grimoire" or **GURPS Basic Set, Third Edition Revised**); e.g., p. B144 refers to page 144 of the *Berkeley Grimoire*. BIO refers to *Bio-Tech*, CI refers to *Compendium I*, CII to *Compendium II*, G to *Grimoire*, M to *Magic, Second Edition* and VE to *Vehicles, Second Edition*.

INTRODUCTION

What would happen if reliable, high-powered magic emerged at the end of World War II? What if the powers of sorcery – far from being the opposite of science – were fully compatible with modern technology? What if the United States used the resources that went into the building of a nuclear arsenal in our world to become a *magical* superpower instead?

GURPS Technomancer begins with the bizarre results of the first atomic bomb test and goes on to answer these questions, exploring the emergence of a world of high-tech wizardry and industrial enchantment.

This is *not* intended to be a "realistic" look at the physics of sorcery, nor is it a treatise on how "real" magic would work as practiced today. Instead, it's an entry in the old SF game of playing "what if" with alternate Earths. The result is a science-fantasy world of high adventure and low intrigue, whose history and society is both familiar and strangely askew...



About the Author

David L. Pulver is a full-time freelance writer and game designer based in Kingston, Ontario in Canada. He is the author of over twenty roleplaying game supplements and novels, most recently **GURPS Bio-Tech** (SJ Games) and *Bubblegum Crisis: Before and After* (R. Talsorian). David's works have been translated into Japanese, German, French and Portuguese.

About the Editor

Sean "Dr. Kromm" Punch is the **GURPS** line editor and overall **GURPS** guru at SJ Games. He is also the author of **GURPS Wizards** and **GURPS Undead**, the co-author of **GURPS Fantasy Folk**, Second Edition, compiler of **GURPS Compendium I & II**, and designer of **GURPS Lite**. Sean has been a fanatical gamer since 1979. His other interests include cinema, military science, tigers and wine. He and his wife, Bonnie, presently live in Montréal, Québec with four cats and one bird.

1. HISTORY



Officer Bethlehem Jones lay back in the overstuffed armchair. The hotel was a flea-trap, but it had two good features. The window gave an excellent view of the back entrance to a frozen food warehouse Special Wizardry and Tactics believed the Dead Brigade was using, and it had cable. As long as her familiar sat on the window sill, she could channel surf.

5 "It's DuPont-Albuquerque's sale of the millennium, and for two days only we've slashed prices on Rug-Ranger sport/utility Kevlar carpets. Factory fresh and fully-warranted. Hurray - at Albuquerque flying carpet dealerships only."
<click>

6 "... stay tuned as FBI agents Cat Morrigan and Dara Sculd investigate a link between Seelie abductions and the Air Force's top-secret black drag -"
<click>

7 "Senator John Glenn, first American into orbit and among the last to ride an old-fashioned rocket into space, today teleported to Kennedy Moon Base, where he toured the new..."
<click>

8 Crime rate's rising, alarms aren't enough. Necrotech has the answer! The Anubis 2000. Endorsed by police nationwide, this handsome bronze canine statue is possessed by a fierce and loyal spirit! Your best friend, a burglar's worst nightmare. Necrotech: we bring dead things to life.

"Welcome back. In international news, more desperate fighting in Siberia as Russian Army fire elementals ignited a natural gas pipeline blocking the advance of undead troops summoned by Stalinist necromancers..."
<click>

9 "... the 49th anniversary of the Antarctica Hellstorm. In the half-century since that sinister mushroom cloud towered above the ice, our world has changed almost beyond recognition..."

A small, furry shape bounded into Bethlehem's lap. "No more TV," it hissed. "Copstuff now, something moving..."

GLOSSARY

Antarctica Event: The Hellstorm and magical phenomena surrounding the 1949 Soviet atomic bomb detonation (see p. 7).

Berkeley Grimoire: Nickname for 20-volume *Basic Textbook of Magical Formulae* (contains all spells in *GURPS Basic Set*).

Black Magic: Skull-Spirit and Summon Demon spells. Considered racist by some.

Changeling: A mage or chimera born from normal human parents.

Chimeras: A magical multi-species hybrid. The first were changelings; the current generation includes the children of chimeras.

Condor Group: Front corporation for Nazi exiles in Argentina (see pp. 119-121).

Hellstorm: The residue of the Trinity and Antarctica Events: very high-mana areas inside stationary tornadoes.

Mage: Someone who can cast spells outside a high- or very high-mana area.

Manabelt: The zone of high mana around the Trinity Event.

Merlin: Infinity Unlimited (see *GURPS Time Travel*) code word for this alternate Earth.

Mundane: In popular usage, "not magical." As in "mundane technology." Also used to refer to someone who isn't a mage or chimera (considered mildly impolite).

"Special Friends": CIA jargon for zombie servants. Used in public situations.

"Strictly Berkeley Grimoire": Refers to a mage who knows only common spells. A term of derision among wizards.

SWAT: Special Weapons and Thaumaturgy. Large police departments have SWAT officers trained to deal with magical criminals.

Technomagic: Magic studied and practiced scientifically, as distinct from traditional magical rituals.

Technomancer: Popular name for a wizard who specializes in spells that manipulate high technology. Coined in the 1970s best-seller *Technomancy: Paramagical Phenomena*, by Bob Anson.

Trinity Event: The strange phenomena that occurred when the first atomic bomb was detonated, including the increase in global mana level, the manafall radiation and the Hellstorm.

Trinity's Shadow: The region upon which mana-active fallout landed after the Trinity Event.

Wizard: A mage who knows spells; also, a professional spell-caster.

On July 16, 1945, the Manhattan Project reached fruition. The first atomic bomb was detonated at the Trinity Site near Alamogordo, New Mexico. The explosion ripped a hole in the fabric of space, and Dr. Oppenheimer's words "... I am become Death, the destroyer of worlds" unknowingly closed a necromantic ritual. The fireball vanished, but the mushroom cloud remained. It began to rotate, a stationary tornado shot with red lightning.

Radio reception within 20 miles of Trinity was jammed by static. The southern United States experienced freak weather conditions: violent lightning storms, hail, torrential rain, even snow. Shimmering auroras filled the night over the Western Hemisphere. These died down after a week, but the tornado – officially the "Trinity Event," but nicknamed the "Hellstorm" – remained. It's still there today.

The immediate result was a suspension of the U.S. atomic weapons program. Plans for the atomic bombing of Japan were canceled. "Nearly unconditional surrender" terms were offered to Japan: the emperor's position would be guaranteed. World War II ended on August 14. The United States retained two atomic bombs, but would make no more until the Hellstorm was understood.

More important were the invisible effects of the detonation. A wave of magical radiation spread out from the blast, transforming reality. Carried by hurricane-force winds, magically enhanced fallout was blasted high into the atmosphere, where freak weather conditions scattered it across America in a zone 2,000 miles in radius that would become known as "Trinity's Shadow."

The Chimeras

The "manafall" altered the chromosomes of those it touched. In 1946, nearly 300,000 newborns were "changelings." More were born every year. Most had magical aptitude, but 10 percent were *chimeras* with human bodies that exhibited bestial features. Snake-people, cat-people – what they had in common was that they were "hybrids" of humans and wild carnivores native to the region. It was soon realized that chimeras weren't random mutations, but new races. A few were killed or abandoned at birth, while others were sent to orphanages, and some were raised by loving parents. Animal births were also affected, and strange supernatural creatures began to appear in the world...

The Science of Magic

A working theory explaining the Hellstorm's effects was not formulated until recently.

The first step was the Gell-Mann/Finnegan discovery of the *oz* particle in 1960, although its role as a carrier of mana was not confirmed until the Sandia Labs experiments of the 1960s. The nature of the Hellstorm as a gateway for *oz* particles – long hypothesized – was demonstrated by Bonewits' trans-dimensional mana flow experiments in 1972 (popularly known as the Restore Mana equation). Full mathematical understanding of the Hellstorm and the nature of the "Oppenheimer Backfire" that triggered it did not come until 1984, when Hawking's proof of the Many-Worlds Hypothesis demonstrated what most people already knew: We Are Not Alone, and You Can Get There From Here. Everyone hopes that he'll get back safely some day.

Such musings are best left to those with advanced degrees in thaumaturgy and paramagical physics, though. In layman's terms, the Trinity Event (and the *Antarctica Event*, p. 7) weakened the boundaries between Earth and a nearby magic-rich parallel dimension. In the region in close proximity to the detonation, a zone of high mana was formed. In America, this was a circle 200 miles in radius, known as the "Manabelt." The mana level here was so high that anyone could use magic. Elsewhere, only people with a rare, inborn magical talent ("magery") could cast spells. Before the Hellstorm, only about one person in 10,000 had magery, but as many as one in 100 people born in Trinity's Shadow would be mages.

The Magic Returns

The first people who tried to cast spells were those who had been doing so all along: Voudounistas, shamans, practitioners of witchcraft and ceremonial magic, and those who believed they had psychic powers. If they were one of the few pre-Hellstorm mages, their disciplines began to produce repeatable effects. The rest had knowledge but no power – but if they lived within the Manabelt, they, too, could use magic.

Meanwhile, there was a huge increase in reports of “psi phenomena” and “weird happenings” in the Western Hemisphere. These were centered on New Mexico, and researchers flocked to the area to study them. Within a few years, the reality of “psychic powers” was accepted, and these and the chimera births were linked in the popular imagination to “atomic mutations” from the Trinity Event. Understanding them to be *magical* powers took longer, but the study of magic was well advanced by the time the first changelings had grown into young adults.

Spurred by fears of Soviet-Cuban magical research – called the “Spell Gap” (p. 8) – the United States pumped billions of dollars into thaumaturgical R&D. Fears of “witchcraft” and “Satanism” were set aside to fight the Cold War. As the mage-born came of age in the 1960s, places like Caltech, Berkeley and especially the high-mana University of New Mexico became training grounds for wizards, while the University of Texas at El Paso opened a high-mana campus.

In the '60s, the counter-culture movement embraced magic, newly developed alchemical drugs and neo-pagan traditions, although a small, darker side turned to demons and strange cults. Even as chimeras joined the black struggle for civil rights and as the United States poured troops into Vietnam, the first applied thaumaturgy programs were being established. Freed from the shackles of superstition, disbelief and dogma, spells started to be taught scientifically in colleges, by the military and ultimately in high schools. By 1970, anyone could learn basic wizardry at home or enter an applied thaumaturgy program; if he was a mage, or if he moved to the Manabelt, he could even use it.

The United States, followed more haltingly by other nations, entered what many called the “Third Industrial Revolution” or the “Technomagic Era.” Healing spells erased the threat of mundane disease and crippling injuries; weather and plant magics ended drought and famine; flying carpets opened the skies to ordinary commuters; orbital teleportation led to the colonization of space, and industrial-magic plants mass-produced affordable magic items that even “mundanes” could use.

New breakthroughs continue to be made today: spell processors, walkmages, necrotechnology, Awakened computers, ghost-dynamic lasers, genetic wizardry . . . Truly, this is an age of miracles and wonders.

THE ANTARCTICA EVENT

The Antarctica Hellstorm was created in 1949, when the Soviet Union detonated an atomic bomb under the Antarctic ice at 70°S, between Enderby and Queen Maud Land. The Soviet device, code named Zhukov 3, scattered mana-active fallout over a 4,000-mile radius. Nearly all of it fell on Antarctica or the open ocean. The main recipients were the native ecosystem and a few hundred scientists and soldiers – although some fallout drifted as far as the southern tip of Argentina.

The second Hellstorm frightened everyone. First, it occurred without the singular events surrounding the first Hellstorm (Oppenheimer's ritual, etc.). Second, although the Soviet device had a yield similar to that of the Trinity bomb (25-27 kilotons), the actual Hellstorm it produced had eight times the diameter (32 miles).

Scientists now believe that the Trinity Event “weakened” reality to such an extent that *any* further nuclear detonation will cause a Hellstorm. Moreover, assuming another eightfold increase, a third Hellstorm's “nuclear hurricane” might be 250-300 miles across (depending on yield), causing global disruption of weather patterns and potentially catastrophic effects. Computer studies suggest that even if such a device were detonated deep underground or high in the atmosphere to minimize fallout, the country-sized very high-mana area it would produce could result in the total disruption of the global manasphere, with vast increases in entity manifestations (elementals, demons, ghosts, etc.) and a breakdown of physical laws.

For this reason, no one has detonated another nuclear bomb.



THE UNITED STATES AND MAGICAL SUPREMACY

The United States is the global magical superpower, and is expected to retain that lead into the early 21st century. The reason for this is simple: the Trinity Event took place on U.S. soil, so the bulk of the magical fallout affected American (and Mexican) populations. Thus, even though only a small part of America is high-mana, the percentage of people who have developed magical talents in the United States and Mexico is about 10 to 20 times that of most other nations.

The Spell Gap

In 1960, Nikita Khrushchev electrified the world by announcing to the United Nations that an American U-2 spy plane had been detected by Red Army magicians and destroyed by Soviet rockets. Banging his shoe on the table, he thundered, "The peace-loving people of the Soviet Union have hundreds of magicians trained and ready to repel aggression by the United States!" The next year, a great earth wall was raised between East and West Berlin in a single night, creating the most famous symbol of the Cold War.

The Soviets had scored some impressive early successes in magical research. They had combed the Communist bloc (especially manafall-swept Cuba) for mages and performed dangerous experiments at Ice Station Zhukov in Antarctica. Despite this, they were far behind the Americans, and most of the Soviet rhetoric was simply grandiose posturing intended to keep the Americans from encroaching on Cuba and Eastern Europe until they had built magical defenses. Unfortunately, it worked all too well.

American politicians had begun to fear religious protests against "trafficking with unholy powers," but with the existence of a potential "spell gap," the pragmatists won the day. In a famous speech in 1962, President John F. Kennedy called on the nation to accept the "God-given psychic talents granted our nation in its hour of need, which to some may seem just like magic, but which America's scientists are now beginning to understand."

Timeline: After the Hellstorm

What follows is a brief history of events since the Hellstorm, concentrating on the *differences* between this world and the path that history might have taken had the Hellstorm not occurred. This world is a "close parallel" of Earth; any event that isn't mentioned (e.g., the Korean War, the assassination of Martin Luther King) is assumed to have occurred as in our world, perhaps with minor changes.

1945. World War II ends. The Trinity Event. Magic begins to work. Nazi exiles, some of them mages, arrive in Argentina.

1946. First changeling and chimera animal births cause panic. Dragons sighted. First magic spells demonstrated to public, as some "psychics" give repeatable demonstrations of apportionment, healing, etc. Others use their powers privately.

1947. News media begin major coverage of mages working in public. Scientists struggle for explanations. "Witch hysteria." U.S. Air Force begins "Project Sign" to investigate flying monsters, levitating objects and faerie sightings. Monster-hunters converge on Southwest. First adult vampires appear.

1948. Most U.S. universities and many foreign ones now have parapsychics departments actively studying "psychic powers" and "paramagical events." Pentagon funds Projects Fafnir (dragon breeding) and Sinbad (levitation) at Area 51.

1949. Inexplicable crimes reported in the vicinity of nuclear reactors. Soviet nuclear bomb test in Antarctica produces second Hellstorm (*Antarctica Event*, p. 7). Researchers fear a third nuclear test might produce a Hellstorm that would encompass entire planet.

1950. China invades Tibet, encounters resistance at certain monasteries whose ancient disciplines prove unusually effective. U.S. investigates reactor anomalies with high-energy breeder reactor program at underground Nevada Test Area.

1951. Term "paramagical" popularized for spell phenomena – now clearly beyond traditional definitions of ESP, etc. Growing reports of "normal children" demonstrating magic powers. Most of public accepts an "atomic mutant" explanation.

1952. University of New Mexico experiments on basilisk chimeras reveal "mana gland," the removal or destruction of which causes creatures to lose their petrification abilities. Similar glands found in other creatures with innate magical abilities. Evita Perón cured by Condor Group (pp. 119-121) mages.

1953. Comprehensive Nuclear Test Ban treaty signed by all U.N. members. In the Soviet Union, power struggles swirl around dying Soviet dictator Joseph Stalin, who doctors and psychics try but fail to cure. Upon reports of his death, his right-hand man – hated KGB chief Beria – is killed by Khrushchev, who seizes power. Stalin's body disappears, and the Party buries a double instead . . .

1954. Demons materialize near Nevada Test Area and fly off into desert, falling upon cast and crew of *The Conqueror*, being shot near St. George, Utah. Film star John Wayne dies fighting. First test-flight of Project Sinbad's flying carpet occurs at Nellis Air Force Base, Nevada.

1955. Nuclear disaster at Idaho Falls breeder reactor; materialization of a demon in the complex and its murder of two technicians recorded by security cameras. Coup in Argentina fails to topple Juan Perón.

1956. Loss of submarine *USS Nautilus* attributed to Idaho Falls-type demonic materialization. This is the last straw: the United States and allies call a stop to their nuclear program. China begins its alchemy program.

1957. International Geophysical Year dominated by studies of Hellstorm-related phenomena, especially Antarctica Hellstorm. Thaumaturgical researchers at the University of California (Berkeley) begin an attempt to catalog all known spells.

1958. Teen-age Cuban mages (some Santería initiates) join Fidel Castro's guerrillas. Vivian Fuchs-Edmund Hillary Antarctica expedition massacred by killer penguins.

1959. Tibetan wizards teleport Dalai Lama from Chinese captors; reports spur U.S. and Soviet teleport research. Grand jury investigation of telepathically fixed quiz shows provides impetus for "mental privacy" and "mindtapping" laws.

1960. First post-graduate degrees granted in magical theory (Berkeley and University of New Mexico). Physicists Gell-Mann and Finnegan identify "oz particle," soon hypothesized as a carrier of magic.

1961. Bay of Pigs invasion of Cuba fails when CIA diviners inform Kennedy that promised air support would trigger World War III. Berlin Wall conjured. University of California's exhaustive compendium of spell formulae – the "Berkeley Grimoire" – published.

1962. U.S. courts rule that enchantments can be patented but that spells themselves cannot. After a 10-year study, American Medical Association finally endorses healing magic. Cuban Missile Crisis occurs over emplacement of Soviet biochemical weapons in Cuba. Betty and Barney Hill case brings "Seelie abduction" phenomenon to public notice.

1963. University of New Mexico offers first applied thaumaturgy program. Michael Scott at University of Texas (El Paso) publishes *The Mana Accumulating and Storage Properties of Enchanted Crystal Lattices*, establishing the theory for Powerstone production. JFK assassinated; Oswald's use of CIA-developed "Magic Bullet" spell covered up.

1964. FBI forms a special Magical Crimes unit. Soviet "mental hospitals" use Geas spells to "reeducate" dissidents. U.S. military begins testing recruits for magery. Michael Scott and partners found first magical corporation: Manadynamics.

1965. Following Second Vatican Council (1962-65), pope declares responsible magic use "acceptable." NASA terminates Gemini and planned Apollo programs in favor of magic-based Hermes (teleport-deployed orbital dockyard) and Artemis (space-launched rocket). Enoch Foundation established by grants from anonymous donors, devoted to using magic to aid underdeveloped nations via weather control for famine relief, Earth spells to create housing, etc.

1966. United States deploys in Vietnam. Cultural Revolution in China; Red Guards attack China's intellectuals and mages, but its alchemy program is protected by party moderates. DuPont and Manadynamics develop first industrial enchantment production line (for flying carpets). First NASA Earth-to-orbit teleport.

1967. Chimera/police/KKK civil rights clashes in New Mexico. First "Black Beret" magical special ops in Vietnam. Cure Disease spell codified by researchers working at Pasteur Institute and Enoch Foundation; its announcement electrifies the world and leads to a massive increase in funding for and acceptance of magical training for physicians.

1968. U.S. space station *Hermes* operational; begins orbital construction of *Artemis* spacecraft. Campus drug culture embraces alchemical elixirs as "purer" form of high; some experimenters combine them, and LSD mixed with a random potion is popular. "Great Midwest Vampire Plague": over 200 deaths, fear, curfews, vigilantism, Italian food. Flying carpets (LUC-1 "Lucky") used in Vietnam by elite 101st Spellborne Division.





VAMPIRES

Vampirism was one of the most terrifying curses brought about by the Hellstorm. While most of the "magical mutations" that were created by Hellstorm fallout were surprisingly healthy, a few percent of changelings were stillborn. Some baby corpses that weren't cremated rose again a few days later, creeping shadowlike from their tiny graves.

Frozen in unlife as newborn babes, these vampires were feral creatures who fed upon sleepers and helpless infants. Their powers and thirst were weak. A fetal vampire was less dangerous than a feral kitten on its own; however, by instinct or intelligence, these baby vampires began to run in packs.

Beginning in 1946, packs of fetal vampires traveling in shadow form would descend upon sleeping children or unwary adults. In minutes, they would drain their victims dry. The first dead were buried intact: the countless tiny marks on the corpses failed to recall the vampires of legend, despite the bloodless corpses. People speculated on mutant mosquitos or bats, not blood-drinking stillborn babies.

It was a fatal mistake. The dead rose as the first mature vampires. Unaware of what was happening to them, most succumbed to an overwhelming compulsion to feed. Hundreds of people died and many rose again as undead before the nature of the plague was appreciated.

1969. *Artemis XI* rocket travels from *Hermes* to *Luna*; "Team Hecate" teleports from lunar orbit to surface. Manson cult murders lead to exposure of large demon nest in California; three-day magical battle with California SWAT leaves death-aspected area that persists seven years. Over 300,000 "Hippies" attend Woodstock Music and Magic Festival in Bethel, NY; music woven into numerous magical rituals intended to bring world peace, etc. Weather Underground student radicals strengthen Hurricane Camille, which devastates Gulf Coast.

1970. Albuquerque school districts are first to make wizardry a high-school elective. Golems, necronium dust and spirit weapons deployed wholesale in Vietnam; special forces begin "conversion policy" of animating enemy corpses. U.S. campuses rocked by anti-war protests. Soviet *Salyut 1* space station operational, used as base for Venus probe missions.

1971. U.S. Army and South Vietnamese forces begin to roll up Viet Cong insurgency; credit goes to morale-shattering "black ops" run by wizards. U.S. Coast Guard given responsibility of protecting United States coast from hurricanes.

1972. Physicists at CERN identify "anti-oz" or "ozma" particle manipulated by Drain Mana spell. IRA wizards use funerals of dead members for ritual conjuration of skull-spirit assassins.

1973. DuPont flying carpets introduced for civilian market, sales benefiting from an Arab oil embargo. Mossad uses golems to assassinate anti-Israeli terrorists.

1974. Peace treaty ends Vietnam War. Earth mages form Elementalists' Union. Sephiroth Industries develops Draw Power spell for converting electrical energy into magical energy. New magical safety techniques for nuclear reactors developed; nuclear program resumed.

1975. United States tests enchanted-uranium "necronium bomb." Communist government in North Vietnam collapses; South reunites country. Nuclear-enhanced magical activity (NEMA) reactors developed.

1976. Ambulatory necrotic plague transforms 200 during a convention in Philadelphia before SWAT and CDC operatives retake convention center. Mao Zedong dies; more moderate faction assumes power and Chinese mages rehabilitated. United States begins construction of Kennedy Base on the moon.

1977. U.S. National Reconnaissance Office (NRO) deploys Wizard Eye magical-imaging satellites. David Berkowitz, "Son of Sam," arrested for six random murders and pleads demonic influence; demon Sam tracked down and banished. Conventional motion-picture techniques being replaced by illusion photography ("phantavision").

1978. Soviet *Venera 13* space probe lands on Venus, deploys sensor-equipped titanium golems to explore its hellish surface. U.S.-Chinese trade and technology transfer expands; Chinese military breeds its own dragons using U.S. eggs.

1979. Iranian Revolution takes place while Shah is being treated for vampiric leukemia in the United States. America denounced for its Satanic magics. Hostages taken at U.S. Embassy in Teheran; carpet- and dragon-back Delta Force soldiers successfully rescue them. Volcanic eruption of Mount St. Helens, Washington kills 40 people and affects weather conditions across North America; Weathermen terrorists claim responsibility.

1981. In stalemated Iran-Iraq war, Iraqi wizards "let the djinni out of the bottle" and use summoned demons to strike against both pro-Iranian Kurdish rebels and Iranian troops. Steven Spielberg's *Seelie*, the story of an elfin faerie attempting to elude government agents and return to the Otherworld, becomes a worldwide hit.

1982. Argentina invades Falkland Islands. Royal Navy task force sent to retake them caught off-guard by Argentina's deployment of undead German U-boats and battleship *Graf Spee*, raised from South Atlantic. Argentina takes heavy losses but sinks *HMS Invincible* and *QE2*, forcing Royal Navy to make a humiliating retreat. Cases of magic-resistance deficiency syndrome appear.

1983. U.S. Marine warlock with Sense Danger and Force Dome saves Beirut barracks from Army of God car bomb. South Korean 747 passenger jet destroyed near Soviet Union, apparently by a Soviet orbital weapons platform. Soviets claim jet was engaged in espionage. Kennedy Moonbase operational.

1984. Space Defense Initiative: covert teleportation of powerfully Scryguarded military and spy satellites into secret orbits as part of new Defense Sorcery Program (DSP). Soviet Union starts similar program the following year. First car to use mana engine (nicknamed "infernal combustion engine" by rivals) is the Ford-Manadynamics *Spectre*.

1985. Killer penguins observed using magic, building igloos. Argentine dictator Juan Perón assassinated; "dirty war" begins in Argentina. Greenpeace protests French necronium bomb testing in Pacific; French agents summon elementals to destroy Greenpeace vessel *Rainbow Warrior* at its New Zealand anchorage.

1986. Soviet "space city" *Mir* orbited. Reagan government plan to sell arms to Surinam and divert profits to Nicaraguan Contra rebels discovered. Accident at NEMA reactor complex in Chernobyl near Kiev, Ukraine: a steam explosion breaches pentagram protections, resulting in a hellgate opening and large radiation release; hundreds die fighting demons, fire, radiation and radiation-induced zombies. Seven astromancers die in NASA teleport accident; Mars mission postponed while new training and safety procedures instituted.

1987. Televangelist Bob Leaman resigns from his Millennium Club Network after being found in bed with a succubus; scandal shakes but does not destroy Knights of the Apocalypse Church and televangelist movements. U.S. Patent and Trademark Office rules that genetically engineered or magically created animals can be patented. Vampiric leukemia outbreaks across Ukraine and Eastern Europe traced to Chernobyl.

THE AGRARIAN CONSPIRACY

Easily learned magic can ignite fires, move earth to plow fields or turn it to air to dig cellars, and heal injury and disease. In the 1960s and '70s, many young people asked, "Why machines?" They found mage leaders or moved to the Manabelt, and set up agrarian communes where it's always growing season and no one ever gets sick. Today, the surviving communes form a loose neo-Luddite movement nicknamed the "Agrarian Conspiracy." Many ACs believe the Trinity atomic bomb detonation was transformed by God or Goddess from a weapon of war to a blessing that granted Americans the ability to abandon godless, polluting machinery and return in harmony to the soil. They denounce technomagic as a perversion of natural magic. Most are peaceful, but some are allied with eco-terrorist groups.



NECRO-HISTORIANS

The academic study of history was forever changed by the magical revolution of the sixties, as historians and archaeologists were able to take advantage of potent research tools: spells like Ancient History, Divination, Earth Vision and Summon Spirit. Many ancient and modern historical mysteries have been answered... perhaps too many, in the eyes of Alvin Toffler, whose bestseller *Past Shock* focused on the numbing sense of social dislocation felt when much of what a person learned about history in school turns out to be wrong.

Academic historians are enmeshed in a bitter controversy. "Necro-historians" advocate use of the Summon Spirit spell to question dead historical figures about their lives and the events that they witnessed firsthand. They believe this is the only true way to understand the actions and motivations of people in the past. Such methods have already produced spectacular results that have revolutionized our understanding of the past.

Others believe that necro-history is seriously flawed. First, backfires can summon malign entities who may lie. As well, the spirit talks only to the mage; can his honesty be trusted without repeated interviews by multiple historians? Finally, the idea of meddling with the dead is distasteful to many.

The necro-historical debate has not been confined to an academic context by any means. Universities and media houses that have produced papers or documentaries relying on necro-historical transcripts have seen protests by various religious and political groups, sometimes violent ones. The most notorious recent example of this occurred in 1997, when the radical group God's Own Army blew up the home of professor Ann Jacobs after it was leaked that "female subject M" in her controversial necro-historical work *Sex Roles in Ancient Palestine: A.D. 20-40* was Mary Magdalene.

1988. Pan-Am 747 explodes over Lockerbie, Scotland; cause is a bomb teleported into the plane while in flight. Soviet Armenia earthquake: 55,000 dead, 500,000 homeless after Soviet mages fail to act in time to stop disaster; recriminations rock Soviet government. Transfer Pregnancy spells turn abortion debate on its head.

1989. First Awakened computer developed by IBM. NASA completes Hubble Observatory on moon. Sweeping democratic reforms in Soviet bloc countries counterpointed by Chinese repression of democracy movement; Chinese dragons devour many demonstrators. Mexican and American mercenary wizards aggressively recruited by both sides in "War on Drugs" as Mexican cartels mount a hostile takeover of Colombian business.

1990. Magery-enhancing drug PHTP (purified human theokinesin protein) becomes available. Germany reunified, Berlin wall transformed into air. Failed Communist coup leads to dissolution of Soviet Union. Indian and Tibetan wizards calm Bay of Bengal cyclone, preventing an estimated 100,000 deaths. Penguins begin to attack Antarctic stations.

1991. Iraq invades Kuwait. U.S.-led military operation defeats Iraq in dazzling display of technomagic warfare. United States unveils top-secret black dragons. Coup and famine in Somalia lead to mass starvation; Enoch Foundation and U.S. Army Quartermaster Corps provide magical famine relief.

1992. Sephiroth Industries begins work on *Yetzirah* space colony. Penguins overrun Ice Station Zhukov, retaking Antarctica.

1993. Dead Brigade terrorists infect cafeteria at World Trade Center with necrotic plague; hundreds dead. North American Free Trade Agreement ratified despite many U.S. fears it will send American enchantment plants to Mexico. Oz particle accelerator ring for high-energy thaumaturgical research completed under University of New Mexico.

1994. New Mexico basilisk listed as endangered species. Shaman-led rural rebellion in Chiapas, Mexico leads to assassinations, Mexican political and economic crisis.

1995. Former Teamsters leader Jimmy Hoffa discovered, the victim of an Entombment spell; he had spent over two decades in suspended animation beneath a Jersey scrapyard. Penguins announce Antarctica Socialist Collective.

1996. Bizarre cult in Japan releases alchemical agent in Tokyo subway system, killing or injuring hundreds. U.S. Mars mission announced for 1999; will use ion-drive rockets. Stalin's body discovered in Suspended Animation in a vault under KGB headquarters; Communist hard-liners steal body while Yeltsin administration debates.

1997. Argentina forcibly deports remaining Falkland Islanders. An awakened Stalin leads a Communist uprising in Russia and Georgia, starting a civil war. Yeltsin forces initially defeat Communists, who retreat to Caucasus and begin guerrilla warfare. Eastern Europe clamors to join NATO. Ukraine and Argentina announce technology transfer agreement. Castro pledges support for Russian Communist rebels.

1998. Widespread pro-Stalin uprisings in individual Russian cities. Communist rebels control 20 percent of Russia and half of Georgia. In Tbilisi, Russian security troops destroy a necronium weapons plant to keep it out of Communist hands. Royal Navy and U.S. Navy hold aggressive "freedom of navigation" exercises near Falkland Islands; NEMA-powered submarine *HMS Revenge* sinks Argentine U-boat found shadowing the fleet. One-twelfth scale plastic golem toys become a national craze.



2. MAGIC



"Holy Rache," Jill swore. Her car still wouldn't start.

Luckily, Don Zardos, her mage-born brother-in-law, was over for the holidays. He opened the Jericho's hood, peering inside. A faint odor of sulphur wafted out. "Gremlins," Don muttered. He stepped back and cast a quick detection, then sighed in relief. "Whew! They've split. Hex-and-run. I can repair it."

"Cool." Jill glanced up as a nice red sportscarpet whizzed overhead. "Heh, you know this stuff. How come you don't have a real job?" she asked. "Rick Peterson, he's earning 60 grand at Manadynamics, and Sis has that wild blue yonder thing..."

"It ain't so easy," Don said. He blew on his finger, and a beam of light sprang out, illuminating the inside of the engine. "Saves on batteries, but it's no ticket to easy street." He pulled a rune-carved wand from his tool belt. "I wasn't born with that kind of power. Can't do real enchantments, just use 'em."

"Well, you're better than me," Jill said. "God's not fair, huh?"

Don shrugged. "Being supermage is no bed of roses. Rick's on Manadynamic's main enchantment line, you know? So last week he calls in sick. Before he hangs up the phone, Human Resources teleports a doc into the bedroom, cures him, teleports him to work. No slackers in the big leagues." He chuckled, aimed the wand. "Okay, let's fix your engine. By Hero and Cugnot, by Daimler and Ford..."

MANA LEVELS

Very High Mana: The areas inside the Trinity and Antarctica Hellstorms. The cores of NEMA reactors.

High Mana: The "Manabelt" in a 200-mile radius around Trinity and a 1,600-mile radius around the Antarctica Hellstorm. The area within a dozen or so yards of a NEMA reactor core (yards equal to the square root of the output in MW, to be precise).

Normal Mana: The rest of the planet!

Low and No Mana: No natural locations, but many small zones created via Drain Mana spells.

Thaumaturgists believe that Earth had low mana before the Hellstorm, perhaps with a few normal-mana areas. They are bitterly divided over whether Earth had a higher mana level in antiquity, but "pop culture" generally believes that it did.

Mana in Space

Earth-lunar space is known to be a normal-mana region. Apollo solar probes discovered that the sun is a source of oz particles; thaumatologists theorize that before the Hellstorm, the Earth's dense atmosphere acted as a shield against them. Landings on the moon and Mars have determined that both have normal mana, while Soviet probes have revealed that Venus has low mana. Mercury has high mana. The mana level appears to gradually decline to low beyond Mars orbit.

SPELLS AND EDUCATION

In the Manabelt, spells are taught to everyone as part of the junior high and high school curricula, in Vocational Magic and Applied Thaumaturgy classes. In game terms, an average student has 1 point in spells for every two years in high school, more for kids who practice often or do a lot of homework. Manabelt schools also offer advanced courses for mages, but many prefer to attend academies (p. 15).

In the rest of Trinity's Shadow, big-city schools offer special courses for the mageborn. Since "mundane" ratepayers are reluctant to subsidize an elite, parents who want a good education for their mageborn children send them to private schools or (if that isn't affordable) summer "spell camps." Scholarships are widely available for lower- and middle-income families.

In countries beyond the Shadow, special schooling for all mages is often funded by the government, since the development of scarce magical resources is of strategic importance. In democratic states, this schooling is voluntary; in others, it isn't.

No one knows *exactly* what forces lie behind magic; people just *use* it. There are many theories, but answers remain elusive . . .

The Theory of Magic

Our universe is one of many – possibly one of an infinite number. Thinking beings have an innate ability to sense these other universes. Since the boundaries between universes are usually rigid, this is normally limited to a fleeting glimpse in dreams, visions or premonitions. In some rare places, though, the borders become permeable and universes almost touch. This produces a flow of oz particles – carriers of magical energy – from one universe to another. The softer the border, the greater the particle density and the higher the *mana level* of the area.

In an area with sufficient mana, gifted people – *mages* – can use rituals to induce a heightened mental state in which their minds pierce the barrier between universes and trade a portion of our own reality for that of an alternate world. Since the physical laws in some of these universes are very different from the ones we know, the result of this "trade" is frequently a miraculous effect. This can be as subtle as someone changing his mind in accord with a wizard's desire, or as blatant as air turning to stone.

The Nature of Spells

A "spell" is a set of words and actions designed to induce a mental state where the caster can reshape reality in a specific pattern. Whether a person can achieve such a state depends on his skill and innate magical aptitude, as well as the ambient mana level.

Wizards don't power spells directly! When a mage throws a lightning bolt (for instance), he opens a channel that lets him perceive the ambient flow of oz particles, then creates a template that shapes this energy into a specific form. Channeling and shaping the oz flow does place a strain on the wizard, though: the greater the energy channeled, the more fatiguing the spell.

A written spell formula includes the text of incantations, diagrams for hand gestures, and instructions for ritual actions like dancing or sprinkling incense. Rote learning isn't enough, though – indeed, memorization is the easy part. A wizard practices each spell over and over again, for days or weeks, until he can reliably achieve the specific *mental state* in which it works. This often requires modifying the ritual elements to suit his personality. As he improves, he can simplify or discard many of these elements, reducing the time required; a sufficiently skilled wizard can cast a spell by concentration alone.

Modifying ritual elements requires understanding the physical and thaumaturgical principles behind them. A complete written spell description is lengthy: 20,000 (M/H) to 40,000 (M/VH) words on the theoretical underpinning of each spell, known variations in techniques, details of "long procedures" for ceremonial casting, and instructions for enchantments. A wizard's "grimoire" can fill many volumes or CDs!

Spell Origins

Cultural anthropologists, mathematicians, symbolic logicians, computer programmers and occultists gathered spells from many sources, recognized and tested basic principles, and assembled the first working magical textbooks. In doing so, they founded the science of thaumaturgy.

Old Traditions

Some spells predated the Hellstorm: prayers, the oral rituals of shamanism and Voudoun, formulae from old grimoires and Books of Shadows, etc. Many were useless, but a few worked as is, and more were modified into working order. Old Trad spells often invoked the power of ancestors, spirits, saints, angels, demons or divini-



ty. Most modern technomages see this as symbolism, and it has proved possible to modify such symbols by substituting others. A thaumatologist can analyze the elements of a ritual invoking the power of, say, a pagan god and substitute a Voudoun loa, Catholic saint, scientific equation, etc. Such transposition must be done carefully or effectiveness is lost, and some mages prefer "pure" spells for their religious or cultural significance.

Kindermagic

Creating a new spell requires months or years of research, repeating different formulae until the correct resonances are established. Sometimes, a magechild does this intuitively, slowly assembling strings of nonsense words and nursery rhymes into a powerful, primitive ritual. Due to the effort required, the average magechild will rarely invent more than one or two of these spells during childhood, but it isn't uncommon for a group of children to share their spells.

On exceedingly rare occasions, these "nursery spells" are completely original, but most are independent rediscoveries of well-known beginner's magic, like Apportation, Seek Food, Light, Simple Illusion or Sense Foes. As the wizard grows older, he usually replaces these rituals with textbook formulae, but a few wizards find themselves continuing to use nonsense-rhyme kindermagic from their childhood – often to their embarrassment. (In game terms, this is considered a quirk.)

Laboratory Research

Most contemporary spell research is conducted by academic or corporate thaumatologists, or – in some top-line labs – by Awakened (p. 15) supercomputers! Research may involve the invention of a new spell from scratch and its codification into something repeatable that can be taught to others, or it may be an effort to reverse-engineer a spell that has been demonstrated (often by a rival organization) but whose exact formula is unknown. Usually, only a couple of spells are discovered every year: universities trumpet them as major triumphs, while military and corporate labs tend to keep them secret in the hope of profit or advantage. Spells cannot be patented, but magic item enchantments can be, garnering royalties for the patent holder.

See p. M16 and C1149 for spell research. If using the rules on p. M16, use Thaumatology skill rather than (IQ + Magery).

WIZARDS' ACADEMIES

These are private high schools, cadet schools and prep schools whose student bodies are entirely mageborn. They offer a traditional curriculum supplemented by extensive magical theory and practical foundation studies in "prerequisite" spells. The first was the famous Greenwich School for the Mystic Arts, in New York City, but there are many others. The best are well-endowed with corporate and government grant money, and are associated with the Department of Thaumaturgy of a nearby university.

Most academies are boarding schools that accept students from all over (including foreigners). There's often tension between "old magery" students, who inherited their gift from well-to-do wizardly parents, and the "nouveau witch," who attend with the help of a government scholarship or student loan.

Discipline is maintained by vice principals and proctors through the use of spells like Aura, Truthsayer and Dispel Magic. Even so, schoolyard duels and magical pranks are common, and teachers aren't immune to the consequences. Students at Greenwich once petrified an unpopular gym coach, who was found a week later in Central Park, covered in pigeon droppings.

While magic forms a large part of the curriculum, mundane classes are also taught, often by non-wizards. Being a mundane teacher in a wizardly academy is a very high-stress occupation.

DIVINATION

Scars (p. 87) are widely employed by private citizens, businesses, the military and the government. They are useful, but with thousands of divinations every hour, the probability lines of this world are hopelessly entangled! No answer should be thought of as more than a "likely" probable future; penalties for repeated questions about "the same subject" are applied at half strength even when asking about related subjects! Worse, the "noise level" means that long-distance modifiers for past or future divination use *hours* rather than *days*!

SPELLS FROM GURPS GRIMOIRE

The Technological spells and a few others from *GURPS Grimoire* are reprinted in this book. Of the many not included, Gate spells are explicitly *not yet invented*. Others from *Grimoire* can be available on a case-by-case basis if the GM permits, but note that many have significant society-altering effects. The GM may find it more useful to class *Grimoire* spells as "not yet invented" (or "classified") and gradually introduce them as hooks or gimmicks in adventures; e.g., targets for espionage, secret agency techniques, spells the PCs can invent, etc.

Universities

Most major universities worldwide (and almost *all* universities and colleges in Trinity's Shadow) have a Department of Thaumaturgy, usually in the Arts and Sciences faculty. These offer undergraduate and graduate degrees in theoretical thaumatology (history, theory and mathematics of magic, spell design) and applied thaumaturgy (actual spells). Other departments may also offer magic courses or special concentrations for mages; e.g., thaumaturgical physics courses may be offered in a physics program. Earth spells may form part of a civil engineering program, and the economics of industrial enchantment will be covered by a commerce program. In some fields, notably medicine and psychology, most students are mages and spells dominate the curriculum.

The United States remains the world leader in magical education. The universities with the mostly highly regarded wizardry programs are the University of New Mexico at Albuquerque, University of Texas at El Paso, and University of California at Berkeley.

State of the Art

The current state of magical knowledge is exemplified by the 22-volume *Working Handbook of Applied Thaumaturgy*, fifth edition (Albuquerque, 1996). Compiled by the Applied Thaumaturgy Department of the University of New Mexico, it is updated every four years and contains complete, annotated formulae for all spells described in the open literature to date. In game terms, it describes all the spells in *GURPS Magic* and this book, with these exceptions:

Classified Spells: A small number of spells are government secrets. Their formulae are released on a need-to-know basis to users in intelligence agencies or the military, enchanters working on defense contracts who need them as prerequisites, etc. Governments try to keep them classified, and will monitor the open literature and attempt to co-opt (or worse) researchers working in fields that may lead to them.

In game terms, only someone with the appropriate Security Clearance (p. 71) can start with classified spells. The list includes: Breathe Radiation, Broadcast Spell, Ethereal Body, Exchange Bodies, Invisibility, Invisible Wizard Ear, Invisible Wizard Eye, Invisible Sunbolt, Mana Warhead, Planar Summons, Soul Jar, Soulburner Gestalt, Spell Targeting and Utter Dome. Some formerly classified spells are public knowledge, due to leaks or independent re-invention by private-sector wizards, but so far, those listed remain "black" magic.

Not Invented: Some spells haven't been invented yet! This includes Resurrection (p. M51) and certain spells noted under the *Spells from GURPS Grimoire* sidebar.



Spell Descriptions

These spells use the format given in *GURPS Magic*.

Tech Levels: Many spells are "TL" spells. These are treated just like non-magical TL skills (p. B185). Here, they're learned at TL7.

"Machines": In these spell descriptions, a "machine" is arbitrarily defined as any device that uses, stores or changes the form of energy to do its job. Simple, muscle-powered tools are explicitly *excluded*. E.g., a hand drill doesn't qualify, an electric drill does; a spring-powered pocket watch qualifies, a sundial doesn't. The GM has the final say on the gray areas!

Machines and Resistance: Some spells require the GM to assign a machine an attribute score for resistance purposes. A machine's resis-

tance score is the higher of the indicated attribute and its TL; machines without attribute ratings just use their TL. A robot or computer with IQ 8+ is subject to Communication and Empathy and Mind Control spells, but the GM should feel free to assess up to a -4 penalty for the alien nature of machine "minds."

Alternative Spell Paths: *GURPS Magic* assumes a fantasy setting with relatively few mages and low population densities. In modern settings with billions of people, intensive magical research results in alternative pathways to certain spells. As such, a few *Magic* and *Grimoire* spells have extra prerequisite choices in this setting.

Air Spells

Purify Air

p. M34

Item: (b) Mesh grid, purifies air passing through it. Energy cost to create: 200 per hex area (round up).

Purify Signal/TL

Regular

Eliminates static, line noise or lag from a specific radio, phone or Internet connection, giving +3 to Electronics Operation rolls to boost effective radio range, Computer Operation rolls to download lengthy documents, etc. Must be cast on one of the communication devices involved.

Duration: 1 minute. Ends if contact is lost.

Cost: 2 to cast; 1 to maintain.

Prerequisite: Purify Air, TL6+.

Item: Communicator or modem. Casts spell on itself. Energy cost to create: 100.

Static Charge

Regular

Gives the subject an electrostatic charge. His hair stands on end and ranged electrical attacks like Lightning have +2 to hit him. Anyone who touches him suffers a mild electrical shock: roll vs. (HT + DR) or be stunned.

Duration: Until the subject is hit by an electrical attack or "zaps" someone.

Cost: 1.

Prerequisite: Purify Air and one other Air spell.

Body Control Spells

Accelerate Pregnancy

Regular

Speeds the safe development of an unborn baby.

Duration: Length of pregnancy.

Cost: 20 to double the development rate and 10 more per additional doubling; e.g., for 50 energy, a baby would develop 16 times as fast, coming to term in about two weeks.

Time to cast: 20 seconds.

Prerequisite: Ease Labor, Haste.

Item: Wand, staff or jewelry. Usable only by mage. Energy cost to create: 1,000.

Ether Static/TL

Area

Completely jams all radio, radar or TV transmissions into, through or out of the area of effect. This jamming is *not* selective. The ether static area is not detectable by sensors. Also a Technological (Energy) spell.

Duration: 1 minute.

Base Cost: 1/20; half to maintain. Minimum cost 1.

Prerequisite: Purify Signal or Static Charge.

Seek Emitter/TL

Information

Gives the distance and direction of the nearest radio, microwave (e.g., TV) or radar source. User can deliberately exclude known emitters, or limit his search to particular types or makes of emitters. He can recognize signal bandwidth, but cannot understand any content (see *Radio Hearing*, p. 32). Also a Technological (Energy) spell.

Cost: 2.

Prerequisite: TL6+.

Item: Wand or electronic map that lets the user cast the spell. If successful, it points to or shows the location of the emitter. Energy cost to create: 200.



Partial Mechamorphosis/TL (VH) *Regular;* *Resisted by IQ*

This partial shapeshifting spell transforms a single body part into a machine or tool. Each transformation is a separate spell. Known versions are listed below; many others are possible!

Antennae Ears (3 to cast; 1 to maintain): Transforms ears into radio antennae. Subject gains Broadcast 1 (p. C154) and Radio Hearing (p. 32) advantages for the duration.

Computer Brain (8 to cast; 3 to maintain): Subject's brain becomes a sapient computer, giving him Eidetic Memory 2, Intuitive Mathematician (p. C126), Low Empathy (p. C191) and No Sense of Humor (p. C192). Eidetic Memory doesn't affect existing skills.

Chain saw Arm (4 to cast; 2 to maintain): One arm becomes a chain saw. He does thrust+4 cutting damage, but suffers the One Hand disadvantage.

Finger Tool (2 to cast; 1 to maintain): Turns a finger into a simple tool: pen, screwdriver, soldering iron, etc. Each is a separate spell. The GM may require extra prerequisites, like Dye for Ballpoint Finger or Heat for Soldering Iron Finger.

Foot Wheels (4 to cast; 2 to maintain): Subject's feet become wheels. Move is doubled on roads, floors or other completely smooth surfaces, halved otherwise. Dodge is unchanged. For +50% energy cost, his arms also transform: he suffers from Horizontal (p. C1102) and No Manipulators (p. C1103), but Move triples on roads, etc., and is normal on other surfaces.

Gunhand (TL of gun to cast; half to maintain, round up): One of the subject's hands becomes a gun. This appears as a pistol barrel and

receiver replacing the hand, giving the subject the One Hand disadvantage. The subject fires the gun by mental command, using the appropriate weapon skill.

The gun can be of any make the caster is familiar with, of his TL or lower, but loaded weight cannot exceed (subject's ST/4) lbs. It is always of "good" quality, with no special sights or accessories, and works exactly like the gun it mimics. It has a cylinder or magazine port, but is unloaded unless the subject has the appropriate ammo in his hand when the spell is cast, in which case it will have that many shots loaded. The gunhand has DR 5, but can otherwise be damaged normally; if crippled, the pistol stops working.

Headlight Eyes (2 to cast; 1 to maintain): When subject opens his eyes, beams of light shine out. Treat as flashlights.

Hydraulic Limbs (6 to cast; 2 to maintain): Subject's limbs become machinelike. ST increases by 50%, but movements are jerky and mechanical (but not slow), giving -2 DX.

Vacuum Mouth (2 to cast; 1 to maintain): Subject gains Filter Lungs (p. C156), Stretching (2 hex, neck only; p. C166) and the ability to suck up dust and store it internally (it vanishes when the spell ends).

Video Eye (2 to cast; 1 to maintain): Turns one of the subject's eyes into digital video camera. He can "download" footage to any computer disk that he's touching for the duration. Footage that isn't downloaded is lost when the spell ends.

Duration: 1 hour.

Cost: See above.

Time to cast: 10 seconds.

Prerequisite: Magery 2, Alter Body, Machine Control, TL7+.

Communication and Empathy Spells

Delete Commercials/TL

Regular

Causes commercials to seamlessly vanish from a recording (tape, disk, etc.) of TV or radio programs. Also a Technological (Machine) spell.

Cost: 2.

Prerequisite: TL7+.

Item: (a) VCR. Always on. Deletes commercials in programs recorded on it. Energy cost to create: 10. (b) E-mail program. Screens out incoming spam. Always on. May not be copied. Energy cost to create: 20.

Seek Number/TL

Information

Lets the caster find the subject's listing in a phone directory without knowing his name. All he needs is a mental image of the subject's

face or a possession of the subject's, and a phone book or high-tech equivalent. If successful, the caster's finger, cursor, etc., will drift to the subject's phone number. The spell fails if the subject is unlisted. Also a Knowledge spell.

Cost: 3. One try per day.

Prerequisite: Magery, TL6+.

Borrow Number/TL

Regular

Lets the caster replace the number of a telephone he is touching with that of a second phone whose number and physical location he knows. The first becomes the second's extension in all respects, and can be used to listen in on the other line, bill calls to it, etc. Note that the owner of that phone may pick up his extension and hear your calls, and may have the phone company investigate if he notices unusual charges on his bill! Apply long-distance modifiers based on the distance between the caster and the remote phone. This spell is resisted by Scryguard and Scrywall.

Duration: 10 minutes.

Cost: 4 to cast; 1 to maintain.

Time to cast: 10 seconds.

Prerequisite: Seek Number.

Wrong Number/TL

Regular

Subject telephone always gives a busy signal when called by one person specified by the caster, regardless of the number he is calling from.

Duration: 1 hour.

Cost: 2 to cast; 1 to maintain.

Time to cast: 4 seconds.

Prerequisite: TL6+; Sense Foes or Seek Number.

Item: Modem or telephone. Casts spell on itself. Energy cost to create: 50.



Identify Caller/TL

Information; Resisted by Caller's IQ

The caster must cast this spell *after* a phone rings, vibrates, flashes, etc., in his presence, but *before* it is answered. If successful, he sees a brief image of the caller and instantly knows the number he is calling from. Use long-distance modifiers, counting range to the caller, not to the caster's phone! A Scryguard or Scrywall spell protecting the caller or his phone will resist this spell.

Cost: 3.

Prerequisite: Mind Reading, Seek Number.

Item: Modem or telephone. Usable only on incoming calls. Energy cost to create: 100.

Magic Switchboard/TL

Regular

Causes a telephone or modem touched by the caster to dial the number of the phone *closest* to a subject whose face he can visualize. The user does not need to know the name or phone number of the subject. If the subject is not within 100 yards of a working phone, the caster gets a dial tone. Apply long-distance modifiers based on the range to the subject.

Cost: 4. One try per hour.

Prerequisite: Identify Caller.

Speed Data/TL

Regular

Increases the data transfer rate of modems and other data links. This *can* exceed the normal engineering limits of the system! Assess long-distance modifiers based on the range from the caster to the most distant machine in the link (usually the remote recipient). Also a Technological (Machine) spell.

Duration: 1 minute.

Cost: Equal to the speed multiple; half that to maintain (round up).

Time to cast: 2 seconds.

Prerequisite: TL7+; Haste or Lightning.

Item: Modem or telephone. Always on. Increases data transfer speed. Energy cost to create: $50 \times$ speed multiple.

Broadcast Spell/TL (VH)

Regular

Lets the caster blend a Daze, Drunkenness, Foolishness, Forgetfulness, Loyalty, Madness, Mindlessness, Sickness, Sleep or Suggestion spell into a speech that will affect *all* viewers who witness it via live TV. A taped broadcast has no effect. The subject is the TV camera being used for the broadcast, which must be focused on the caster.

The underlying spell is not cast separately (as for Curse-Missile), but is incorporated into the Broadcast Spell. Use the *lower* of the caster's skill with Broadcast Spell or the underlying spell. The casting of the



spell is woven into the speech. Minimum speech length is the casting time (below), but there is no maximum. To be affected, a viewer must witness the entire speech, from beginning to end.

If the caster knows the underlying spell well enough to cast it without words or gestures, it will be buried unnoticeably in his speech. Otherwise, a mage who is watching may detect subliminal magical cues in what the caster is saying. In this case, roll a Quick Contest between the *lower* of the caster's skill with Broadcast Spell or the underlying spell and the *higher* of the viewing mage's (IQ + Magery), skill with the underlying spell or skill with Broadcast Spell. If the viewer wins, he recognizes the spell halfway through and can take action (turn off the TV, warn others, etc.).

Viewers resist as per the underlying spell, with +1 per yard of distance between them and their TV screen.

Duration: As per the underlying spell. Can be maintained even after the broadcast ends!

Cost: Five times the usual cost of the underlying spell. For the Loyalty spell, viewers who know the caster are affected for 5 times cost, anyone but enemies is affected for 10 times cost, and all viewers are affected for 15 times cost.

Time to cast: Five times the usual casting time of the underlying spell.

Prerequisite: Magery 3, Telepathy, Mass Suggestion, TL6+.

Item: A videotape, laser disk, film, etc., can be enchanted so that broadcasting it, showing it in a theater or via a VCR, etc., will affect viewers. The spell is "wiped" after one playing. Copies have no magical power. Energy cost to create: 100 times underlying spell cost.

Enchantment Spells

Enchant (p. M42) is a prerequisite for *all* these spells.

Scroll

p. M42

Scrolls can be composed on a typewriter, but printouts, photocopies and other facsimiles will lack the original's power. A "digital Scroll" can be written using a word processor and stored as a file on a diskette, hard drive, CD-ROM, etc., but can only be read by calling it up on a monitor. Since all digital copies are identical, *all* of them (not printouts!) have the original's power; but since they are the same document in a magical sense, *every* copy of the file vanishes when *any* of them are read! (If copies are read simultaneously, roll randomly to see which one goes off.) Altering the wording of a digital Scroll destroys that particular copy. Digital Scrolls can be encrypted, compressed, sent by e-mail, etc.

In the *Technomancer* setting, base market value of a Scroll is (days to write) \times \$375.

Spellprocessor/TL

Enchantment

A software package enchanted to make Scroll-writing easier. Can be used to make *either* a digital Scroll *or* a single printout that possesses the Scroll's power, and doubles the speed at which the Scroll is created.

Energy cost to create: 500.

Prerequisite: Scroll, Computer Programming-15+.

Golem

p. M44

Smaller golems can be created by using less energy and material. Energy cost, time to build the body, ST, hit points and DR are all multiplied by the golem's scale factor; e.g., by $\frac{1}{2}$ for a $\frac{1}{2}$ -scale golem. The golem's weight and material cost scale with the *cube* of its scale; e.g., a $\frac{1}{2}$ -scale golem weighs $\frac{1}{8}$ as much and requires $\frac{1}{8}$ the materials. Round fractional statistics down. A golem needs at least ST 1 and 1 HP to function. See also *High-Tech Golems* (p. 49).

Curse Virus/TL

Lets the enchanter place one or more of Animate Machine, Awaken Computer, Curse, Glitch, Mad Machine or Malfunction in a computer virus. The virus is hidden within an executable file (word processor document, computer game patch, program, etc.). It can then be spread around by placing it on a Web page, e-mailing it, etc. It can be duplicated and copied, and can reside on multiple machines, waiting for a triggering event (see below). As with a digital Scroll (p. 19), though, only the first machine to trigger it will be affected; after that, it vanishes. A Curse Virus is best used for a targeted act of sabotage, but the news that one has been unleashed can cause mass terror: no one wants to be its victim!

Downloading the Curse Virus has no effect, but opening the file causes it to infect the user's machine. Like a mundane virus, it can be designed to show itself immediately or to infect the operating system and lie in wait until a specific computer action occurs. This may be as simple as the computer's clock ticking off a specific date, or as complex as running a specific program in a certain way. The difference is that instead of manipulating the computer in a mundane fashion when triggered, the virus casts the embedded spell on it. If this spell is resisted, roll resistance normally against the Power of the enchantment, then apply its effects to the computer. (A virus-Awakened computer becomes the servant of the virus creator, not the computer's owner!)

If the infected computer has anti-virus software, it may detect the virus, enabling the user to delete the file, isolate it, etc., before it can act. Roll a Quick Contest between the virus author's Computer Programming skill and the "skill" of the protection software; assume that typical software has skill 16 if recent freeware, or 20 if a recent commercial program. The virus must win to elude it. The GM can modify this by circumstances; e.g., for a known virus that current software has been optimized to deal with, add +5 or more to defense. The GM can also require a Computer Operation roll to see if the user remembered to install or update his anti-virus software...

Another way to detect a Curse Virus is to cast Detect Magic or Analyze Magic on the computer or media. Detect Magic shows "something," Analyze Magic identifies it. Conceal Magic added to the virus program will make it harder to detect. Suspend or Remove Enchantment will suppress or eliminate the virus.

Energy cost to create: 15 times the total energy cost of all spells embedded in the virus and (if maintainable) the cost to maintain them for the desired duration. In the case of spells that have a variable cost based on the sophistication of the subject machine, like Awaken Computer, the virus only affects targets within the parameters paid for.

Prerequisite: Spellprocessor and at least one of the spells listed above. The virus' Power cannot exceed the caster's Computer Programming skill or his skill with the embedded spell.

Create Chimera (VH)

Enchantment

Cast on a container holding genetically distinct early embryos from two or more species, this enchantment magically mixes the cells, creating a blastocyst that will develop into a single organism if inserted into an artificial womb or surrogate host mother. The organism's physiology will be a mixture of the species', as selected by the caster, with appropriate advantages and disadvantages. Either use the rules for chimeras in *GURPS Bio-Tech* or use the chimeras in Chapter 4 for guidance.

Modifiers: 0 for a very close cross possible in nature (e.g., wolf-dog), -3 for closely related species (e.g., ape-human, sheep-goat, tiger-lion), -6 for distant hybrids (e.g., fox-human, alligator-viper), -8 for radical hybrids (e.g., crocodile-bat, human-hummingbird); +4 for trying to duplicate a previous success using the same mix; -4 per species after the first two (e.g., -8 if mixing four), and the worst hybridization modifier always applies.

Critical success means an excellent mix of advantageous traits and mild disadvantages. Success means a viable chimera forms, but it's not perfect (especially if the caster got very ambitious); the GM can add unplanned disadvantages. Failure means the organism dies within 3d

Enchantment

hours. Critical failure means the creator gets something that *appears* to be viable enough to carry to term, but which mutates (perhaps after it's born!) into something monstrous. Critical success, success and critical failure all require implanting the blastocyst in an appropriate host to carry it to term; Transfer Pregnancy (p. 22) is one way to do this.

Energy cost to cast: 20 per embryo in the fusion.

Prerequisite: Analyze Genetics, plus either Alter Body or Genetics (Genetic Engineering)-12+.

Spellgraft (VH)

Enchantment

Gives an unborn child an inherent magical ability, which he will then be born with. A favorite of genetic engineers and fairy godmothers! Spellgraft can be used with any spell that has a magic item listed for it, as long as the caster knows that spell at skill 15+. When the child is born, he has the Knack version of that spell (p. M96). Only one try is allowed per child per Knack. A critical failure gives the child a cursed or twisted Knack; the GM should decide whether this is a reduced-cost advantage or a disadvantage.

Energy cost to cast: Half that needed to create the equivalent magic item.

Prerequisite: Create Chimera or Wish.

Fortify

p. M46

If basic DR is 20+, each "+1 DR" adds +5% to DR instead.

Video Entity/TL

Enchantment

Enchants a videotape, CD-ROM, laser disk, film reel, etc., so that when it is played to a predetermined point, one person or animal depicted on screen will come to life and step out of the screen, becoming life-sized in the process. This Video Entity is identical to the entity conjured by Create Servant, Create Animal or Create Warrior (enchanter's choice). It remains for as long as the video tape or movie continues to run (maximum eight hours), then vanishes, erasing the tape.

The entity has the same general personality as the screen character, but must also be obedient to either the tape user or the pre-chosen directives of enchanter (enchanter's choice). It is erased immediately if the machine playing it is turned off or destroyed, or if "stop" or "rewind" is pressed. "Pause" paralyzes the entity; time paused does not count against the duration of the spell. "Fast Forward" gives it Great Haste, but costs the entity 1 fatigue/second, and that time counts double against the spell's duration.

Energy cost to create: 10 times that of Create Servant, Create Animal or Create Warrior per hour of running time once the tape is played. Triple cost to create an intelligent servant that acts in a free-willed fashion in its master's best interests (i.e., as instructed).

Prerequisite: Create Animal, Create Warrior.

Electric Power/TL

Enchantment

Allows a magic item to be powered by electricity instead of the user's ST. This enchantment must precede any enchantments it will provide power for. The item must contain batteries or power cells.

The item's user may not use ST to power it. Instead, it draws on its internal power supply, using the fatigue equivalents on p. 29. E.g., a Stone Missile staff enchanted to take one 12-volt battery (equivalent to 5 fatigue) would be good for 5d worth of missiles before needing a fresh battery. Changing an individual power cell or battery takes about three seconds.

Energy cost to create: 100 times the fatigue contained in all cells the item can draw power from at once. E.g., enchanting a staff to draw from two 12-volt cells would cost 1,000 energy.

Prerequisite: Lend Power, Power, Steal Power.

Soulburner Gestalt (VH)

Enchantment

Creates a necromantic power source known as a "Soulburner Gestalt" (pp. 113-114). Other types of soulburners exist; see p. VE86.

Energy cost to create: 6,000 energy. Cost is \$1,000,000 plus

\$10,000 per "socket" it has. This enchants the control system and prepares the shaft to receive heads. Heads can then be added later as desired, with each "head enchantment" costing 500 energy (failure kills the head). Energy from the soulburner itself can power "quick and dirty" enchantments to add heads.

Prerequisite: Powerstone, Soul Jar, Zombie.

Weapon Enchantments

Bane

p. M45

Bane spells can be designed to affect equipment. An entire category of equipment (e.g., "vehicles") counts as a "race": ½ cost. A subcategory (e.g., "tanks") counts as a "specific type of creature": ½ cost. A specific model of equipment (e.g., "Soviet T-72 tank") counts as a "specific family": ¼ cost.

Mana Warhead/TL

Enchantment

This enchantment binds a Clumsiness, Curse, Itch, Pain, Spasm or Strike Blind/Deaf/Dumb spell into a projectile like a bullet or an arrow. The projectile's damage must penetrate armor DR to deliver the curse. The moment the missile touches flesh, it vanishes in a splash of greenish magical energy; it inflicts no physical damage, even on non-living things.

This spell can also bind an Area spell into a grenade or 20mm+ cannon shell, bomb or missile warhead. Non-damage statistics are as a CHEM round (see p. VE112). The following spells are usable:

Awaken, Create Fire, Darkness, Destroy Air, Destroy Water, Drain Mana, Earthquake, Essential Flame, Ether Static, Fear, Flash, Fog, Frost, Gloe, Ice Slick, Irradiate, Mass Daze, Mass Detonation, Mass Sleep, Melt Ice, Phantom Flame, Prismatic Mist, Purify Air, Restore Mana, Silence, Stench, Sterilize, Stop Power, Terror, Thunderclap, Turn Zombie and Wither Plant.

Maximum area is a (bore size in mm)/20 hex radius, or a 4-yard radius for hand grenades. The warhead is fully consumed when it detonates. Mana warhead effects cannot be maintained, and expire after the normal duration ends.

Energy cost to create: 20 times the cost to cast the underlying spell.

Prerequisite: Curse-Missile. The mage must also know the spell being bound into the warhead at skill 15+.

Spell Targeting/TL (VH)

Enchantment

Enchants an active targeting system (laser rangefinder, targeting radar, targeting sonar, etc.) so that it can be used by a mage to assist in spell casting at long range.

If a mage is operating the enchanted targeting system and has it locked onto a target, he will receive a flow of magical imagery, cabalistic symbols, etc., on the targeting display that will help him aim. Regular spells at the target: replace normal penalties (-1 per hex) with the long-distance modifiers on p. M10. If the spell would require gestures, the act of using the system's controls is integrated into the ritual. These benefits also apply when using magic items that are physically integrated into the targeting system (wired in, part of same vehicle, etc.).

The subject of any spell targeted this way must be within the normal range and line of sight of the targeting system, which is subject to all its usual limitations; e.g., laser rangefinders can't lock onto objects behind walls or smoke. The target must also have been successfully detected by the system; thus, radar jammers and similar countermeasures can prevent spell targeting.

Energy cost to create: 50 per mile of range the system can target spells out to (minimum 250 energy). Range cannot exceed that of the targeting system, but may be less. Note: The range of many systems is increased in space. Use basic "atmospheric" range to work out cost. The range of the enchantment will increase in space.

Prerequisite: Accuracy, Spectrum Vision.

Fire Spells

Cold

p. M37

Item: (b) At TL6+, a machine that requires or would benefit from a cooling system. Magically keeps parts cool, replacing or supplementing fans, coolant or heat sinks. For devices where a cooling system is standard (e.g., electronics or engines), this reduces overall weight by 5-15 percent or improves reliability. For automatic firearms and beam weapons, Malf improves by one step. Energy cost to create: 500 for most machines, 1,000 for machines that run at very high temperatures (e.g., nuclear reactors or turbojets).

High-Explosive Fireball

Missile

The caster throws a ball of fire from his hand. It has SS 13, Acc 1, ½D 25, Max 50. When it strikes something solid, it produces a blast identical to an ordinary explosion. As per *Concussion Damage* (p. B121), full damage applies to everyone in the target and adjacent hexes, ¼ damage at 3-4 yards, ½ damage at 5-6 yards, etc. Only sealed, rigid armor protects against this damage at all, but except on a direct hit, such DR is squared.

Cost: 10 per 6d concussion damage, to a maximum of 40 energy points (6d×4 damage).

Time to cast: 1 second per 10 energy points.

Prerequisite: Explosive Fireball, TL7+.

Item: Staff or wand – bolt is fired from its end. Energy cost to create: 1,800; must include a ruby worth \$1,200. Usable only by a mage.

Shaped-Charge Fireball

Missile

Caster throws a bolt of molten metal that mimics the behavior of a shaped-charge projectile. It has SS 13, Acc 1, ½D 25, Max 50.

Cost: 5 per 1d(10) damage (i.e., armor protects at ½DR), to a maximum of 30 energy points (6d(10) damage).

Time to cast: 1 second per 5 energy points.

Prerequisite: Magery, Fireball, Shape Metal.

Item: Staff or wand – bolt is fired from its end. Energy cost to create: 1,600; must include obsidian worth \$800. Usable only by a mage.

Detonate

Regular

Causes one chemical explosive device (bomb, explosive warhead, etc.) to immediately detonate. Stable, heat-resistant compounds (like most modern explosives) are affected. Will not detonate primers in non-explosive ammunition.

Cost: 3.

Time to cast: 10 seconds.

Prerequisite: Ignite Fire, Shape Plastic.

Mass Detonate

Area

As Detonate, but affects all explosives within its area. The caster can exclude explosives that he is aware of.

Base Cost: 5.

Time to cast: 1 minute.

Prerequisite: Detonate.

Food Spells

Know Recipe/TL

Information; Special Resistance

Cast on a meal (or other item; see below), this spell places complete knowledge of the food's components and method of preparation into the caster's mind. It also works on alchemical elixirs, provided they are edible or drinkable, but these resist with the skill of the alchemist who made them.

At high TLs, the definition of "recipe" expands to a wider range of formulae. At TL6, this spell can reveal the recipe of any food or drug, and can be generalized to perform chemical analysis on any substance. At TL7, it can analyze a microengineered product (like a solid-state laser diode), bioengineered virus or high-temperature superconductor crystal, and tell the caster the "recipe" used to prepare it.

This is also a Technological and Knowledge spell.

Cost: 3.

Time to cast: 10 seconds.

Prerequisite: History, Seek Food. At TL6+, Measurement can be substituted for Seek Food.

Guns to Butter

Regular

Transforms a metal, wooden or plastic firearm into butter or margarine while retaining its shape. Effects are permanent! The gun ceases to function, and will melt quickly at room temperature.

Cost: 6 for a gun up to 10 lbs., plus 1 per additional 10 lbs. of weight (or fraction thereof). Double cost to turn object into peanut butter!

Time to cast: 2 seconds.

Prerequisite: Create Food, Reshape.

Item: Staff, wand or jewelry. Usable only by a mage. Energy cost to create: 1,200.

Healing Spells

Sense Disease

Information; Area

Tells caster if the area is dangerously contaminated with contagious disease particles (viruses, bacteria, etc.). Caster can also limit it to a particular type of microorganism.

Base Cost: 1/5. Minimum cost 1.

Prerequisite: Sense Life.

Item: Staff, wand or jewelry. Energy cost to create: 100.

Ease Labor

Regular

Cast on a mother who has gone into labor, this spell eases pain and aids a trouble-free birth if maintained throughout.

Duration: 1 hour.

Cost: 4 to cast; 2 to maintain.

Time to cast: 6 seconds.

Prerequisite: Lend Health, Resist Pain.

Item: Staff or wand. Usable only by a mage. Must touch subject. Energy cost to create: 500.

Remove Fetus Regular; Resisted by mother's HT

Cast on a pregnant mother, this allows the caster to reach harmlessly through her abdomen and into her womb to safely remove the fetus. Can be used for abortions or – if the fetus is old enough to survive, or can be rapidly transferred to an artificial womb or incubator – as a painless alternative to Caesarean birth.

Cost: 3.

Time to cast: 3 seconds.

Prerequisite: Ease Labor, Minor Healing.

Item: Gloves. Energy cost to create: 400.

Transfer Pregnancy Regular; Resisted by HT

This spell transfers a blastocyst, embryo or fetus from the mother to another female's womb. The caster must be either the "donor" or the "recipient." At triple cost, the recipient can be male: the spell creates an artificial "pocket womb," although birth must be via this spell, Remove Fetus or Caesarean section.

The subject of the spell (not the fetus or embryo) resists, regardless of whether that person is the donor or the recipient.

Cost: 4 for a blastocyst or embryo, 8 for fetus. Triple these costs if the recipient is male!

Prerequisite: Magery 2, Remove Fetus.

Item: Wand, staff or jewelry. Must touch subject. Usable only by a mage. Energy cost to create: 1,600.



Illusion and Creation Spells

High-Tech Illusions: Illusionary images and sounds can be recorded using technological devices like cameras and tape recorders.

Screen Creations: A "Create" spell can be cast on an image portrayed on a movie, TV or computer screen, making it "real," provided that it's something the spell could normally create and the caster pays the required energy. The caster just reaches into the screen and pulls out the object/entity, which then grows to life-size. This halves the energy cost of the spell. The usual limitations still apply: casting Create Warrior on a TV hero conjures a normal created warrior who has the physical appearance of the character. Likewise, a TL7 mage who casts Create Object on a sci-fi blaster depicted on-screen creates a prop... unless he knows how to make a *real* blaster!

Inscribe

Area; Resisted by IQ

Creates an inscription (drawn or written) on any surface. Living subjects get to resist. The inscription is integral to the subject's surface, fading only when the spell ends. Appropriate skill rolls (Artist, Calligraphy, Tattooing, etc.) determine its attractiveness. It can be as

stylish as desired: letters of silver flame, simple block lettering, etc. In conjunction with Small Vision, Inscribe can also be used for microlithography, making it useful in the production of integrated circuits.

Also a Making and Breaking spell.

Duration: 1 minute.

Base Cost: 1 to cast; 1 to maintain. Minimum cost 2.

Prerequisite: Simple Illusion and *either* the Copy spell *or* the Coherent Light Jet spell.

Item: (a) An inscription can be made permanent for 20 times the cost above. (b) A stylus, brush, etc. Inscribe anything without needing ink or paint. Energy cost to create: 30.



Knowledge Spells

Measurement/TL

p. M54

This is also a Technological spell. At TL6+, it can be used to determine the energy content of a battery, internal pressure of a tire, voltage or frequency of a power outlet, free space on a hard drive, oven temperature, etc. The GM can apply penalties for exotic uses.

Measurement *can't* tell the caster anything about design specifications. For instance, a mage could measure how fast a car is going, but not its top speed. Chemical analysis is similarly limited: Measurement can give an element-by-element breakdown, but not chemical structure. E.g., cast on pure water, it would reveal only that its composition is 89 percent oxygen and 11 percent hydrogen by mass.

Necrovision™

Regular

Lets the subject television display canceled TV shows. The user must tune the TV to a dead channel, then name the canceled show while casting the spell. It won't work if reruns of that show are being broadcast on *any* of the stations the TV can normally receive. A serial will run sequentially for as long as the spell is maintained; the user can specify the starting episode, if desired. The developers of this spell, Necrotech (p. 116), are being sued by TV producers and studios, who claim that it infringes on syndication rights.

Also a Technological (Machine) spell.

Duration: 1 hour.

Cost: 2 to cast; 1 to maintain.

Time to cast: 4 seconds.

Prerequisite: Lightning, Seek Emitter.

Item: (a) A television that can be used to cast this spell. Energy cost to create: 360. (b) Old weekly TV guide. Casts this spell, but only for the *exact* episodes and shows listed for that week. Energy cost to create: 60.

Analyze Genetics

Information

Allows the caster to ask a question regarding the heredity of the subject, within the limits of his tech level's understanding of genetics. A TL3 mage could ask "Is he King Richard's son?" or "Will this mare pass on the blood sickness to her foals?" and get an accurate answer; a TL7 mage could get information equivalent to that revealed by a DNA test.

Cost: 3.

Prerequisite: Sense Life and (at TL6+) Genetics-12+.

Item: Silver pin or (at TL6+) microscope. Energy cost to create: 500.

Personal Divinations

p. M56

If the subject is talking with the diviner over a radio, telephone, etc. (e.g., calling a psychic hotline), the penalty for not being present is only -2 (not -5).

Genomancy: Divination by examining the pattern of the introns (p. BIO10) in someone's DNA. Requires a blood sample. **Prerequisite:** Analyze Genetics, 2 Healing spells and 2 Body Control spells.

Standard Divinations

p. M56

Cybermancy: Divination using computer networks. The user is drawn to specific items of information on the net that hint at future events. Requires net access. **Prerequisite:** 4 Technological (Machine) spells, Computer Operation-14+.

Plutomancy: Divination through the study of stock market quotes. At -5 if used to divine anything but corporate or financial matters. Requires current market information. **Prerequisite:** 4 Technological (Metal/Plastic) spells, Economics-14+.

Quantumancy: Divination through the study of particle decay. Requires research particle accelerator and appropriate lab equipment. **Prerequisite:** 4 Technological (Radiation) spells, Physics-14+.

Televisomancy

Information

Transforms the subject TV into a magical scrying device. The caster may ask one question pertaining to the past, present or future of something currently showing on TV. For news programs, this may be anything to do with a news item. For dramas, the question must refer to either the actors or the show. If the spell succeeds, the program will alter and show a brief sequence that cryptically answers the question. All modifiers and limitations that affect Divination spells apply here as well.

This is also a Technological (Machine) spell.

Cost: 10.

Time to cast: 1 minute.

Prerequisite: Magery, and either six other Technological spells or Electronics Operation (Communications) 15+.

Item: A television that can be used to cast this spell. Energy cost to create: 1,000.

Light and Darkness Spells

Infrared Flash

Identical to Flash (p. M57) but only blinds individuals using infrared or thermographic vision.

Cost: 4.

Time to cast: 2 seconds.

Prerequisite: Flash, Colors.

Regular

Small Vision

Lets the subject examine objects in his own hex as if they were 100 times (or more) larger. He also becomes very nearsighted: objects outside his own hex appear blurred and attacks are at -2 to hit. A magnification level of 1,000 or more will allow the subject to read optical data storage media directly (each format is a distinct M/H language).

Also a Knowledge spell.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain for a basic 100x magnification. For each doubling of cost, increase magnification by a factor of 10.

Time to cast: 2 seconds.

Prerequisite: Keen Eyes or at least five Light and Darkness spells. Subject must not have Blindness or Bad Sight.

Items: (a) Clothing or jewelry bearing picture of a flea, or magnifying spectacles. Affects wearer only. Energy cost to create: 400. (b) A gem that works as a magnifying glass. Cost to create: 400 energy, plus the cost of the gem.

Regular

Coherent Light Jet

The caster's finger emits a laser beam with a range of up to two miles. The beam is too narrow to serve as a flashlight, but can be used as a pointer. It isn't powerful enough to do inflict damage, but can blind foes within 500 yards. Treat this as a ranged attack with Acc 15, and roll against Magic Jet to hit; the eyes are targeted at -9. If the foe is hit, he must make a HT roll (at +5 if wearing polarized goggles) or be blinded. Roll to recover as per crippling injuries (p. B129).

An ongoing Coherent Light Jet may be used as a laser sight for missile spells: add +2 to Acc and reduce SS penalty to -1 within 50 yards or to -2 within 50-100 yards. This won't work for guns, since the user must point with his trigger finger.

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Prerequisite: Light Jet.

Item: (a) Glove or ring. Lets the wearer cast the spell. Energy cost to create: 300. (b) Gun. Lets the holder cast the spell. The jet projects from the barrel, acting as a "laser sight" (above). Energy cost to create: 400.

Regular

Sunbolt

The caster emits a bolt of coherent light from his fingertip. It has SS 13, Acc 2, $\frac{1}{2}$ D 75, Max 150, and uses Spell Throwing (Sunbolt) to hit. Increase the PD of highly polished and spotlessly clean shields by 50 percent against this spell (round down). The bolt does impaling damage if it hits. Whether it penetrates DR or not, a hit to the eyes will blind the victim unless he makes a HT roll at a penalty equal to any damage suffered. Treat this as a crippling injury for recovery purposes (see p. B129).

A mirror can reflect a Sunbolt. An ordinary high-powered laser would melt any but the most perfect mirror – but in magic, symbolism is often enough! If the GM is uncertain of the exact angle of reflection (e.g., for a hand-held mirror), determine the direction of the bounce randomly and use the rules for hitting the wrong target (p. B117) to determine if anything along the new path is hit. *Deliberately* reflected shots are trickier: the range penalty is based on the total range to the target, with an extra -2 per "bounce." Unless the mirrors are very large, stable

Missile

or deliberately placed for the purpose, the GM can declare a particular "trick shot" impossible.

Defending characters holding mirrors may attempt to reflect a bolt back at the caster. Treat this as a Block at -2, and apply a range penalty (p. B201) based on the distance between the defender and the caster. The PD of the mirror – equal to that of a shield of similar size – adds to this roll.

Sunbolt is *not* affected by Missile Shield or Reverse Missiles. Force Dome and Utter Dome still protect! Sunbolts have 10 times range in vacuum, but inflict half damage in heavy rain, fog or smoke. Countermeasures that affect lasers (reflec armor, prism aerosols, etc.) also affect Sunbolts.

Vampires and creatures of living darkness or shadow take *double* damage after DR from Sunbolts. Areas of magical Darkness resist Sunbolts. At the GM's option, a Sunbolt may pass harmlessly through invisible people and objects!

Cost: 1 to 3. Bolt does 1d-1 impaling damage per energy point used.

Time to cast: 1 to 3 seconds.

Prerequisite: 6 Light and Darkness spells, including either Sunlight (see p. G64) or Coherent Light Jet.

Item: Staff or wand. Bolt is fired from item's tip. Usable only by a mage. Requires sun-stone (TL6-) or ruby (TL7+) worth \$1,000. Energy cost to create: 800.

Disruption Bolt

The caster emits an invisible bolt of coherent microwaves from his fingertip. It has SS 13, Acc 2, $\frac{1}{2}$ D 50, Max 100, and uses Spell Throwing (Sunbolt) to hit. Treat as impaling damage, but damage is *tripled* (not doubled) after DR, as the microwaves cook and rupture internal organs! Victims feel nausea and burning. The bolt can also fry electronic systems, which take triple damage as well. Metal reflects microwaves, however, and metal armor has PD 8 against this spell instead of its normal PD, while the PD of a metal shield is increased by 50 percent (round down).

Disruption Bolt is unaffected by Missile Shield or Reverse Missiles. Force Dome and Utter Dome still protect! It has 10 times range in vacuum.

Cost: 1 to 3. Bolt does 1d-1 impaling damage per energy point used.

Time to cast: 1 to 3 seconds.

Prerequisite: Spectrum Vision, plus any 6 Light and Darkness or Technological (Radiation) spells.

Item: Staff or wand. Bolt is fired from item's tip. Usable only by a mage. Requires a black opal worth \$1,000. Energy cost to create: 800.

Missile

Invisible Sunbolt/TL

The caster projects an invisible bolt of coherent x-rays from his fingertip. It has SS 13, Acc 2, $\frac{1}{2}$ D 150, Max 300, and uses Spell Throwing (Sunbolt) to hit. It does impaling damage, and DR protects at half normal value.

Invisible Sunbolt is *not* affected by Missile Shield or Reverse Missiles. Force Dome and Utter Dome still protect. It has 100 times range in vacuum! Countermeasures normally effective against Sunbolts (reflective shields, mirrors, etc.) are useless against this spell.

Cost: 2 to 6. Bolt does 1d(2) impaling damage per 2 energy points used.

Time to cast: 1 second per 2 energy used.

Prerequisite: Magery 3, Spectrum Vision, Sunbolt.

Item: Staff or wand. Bolt is fired from item's tip. Usable only by a mage. Requires a samarskite worth at least \$1,000. Energy cost to create: 1,600.

Missile

Making and Breaking Spells

Find Weakness/TL

p. M59

This spell can be used to troubleshoot a malfunctioning device or to debug software; the "weakness" is the defect or bug in question. The spell reveals the location and general cause of the problem (e.g., if cast on a broken clock radio, it might reveal that the wire to the outlet is loose), but it won't tell you how to fix the device, warn you to unplug it before doing so, etc. If a part is missing, it will tell you *which* part and where it goes, but not how to install it. Find Weakness gives no bonus to repair rolls, but the GM should reduce the length of tasks in which identifying a problem is important.

Clean

p. M60

Will remove fingerprints, bloodstains and DNA evidence.

Item: (b) Clothing, dishes or other item. Item becomes "stainless," and dirt and stains will not adhere to it. Energy cost to create: 30 per pound the item weighs. (c) As (b), but cast on an area: rugs, floor tiles, walls, etc. 100 per hex.

Dye

p. M60

At TL7+, the prerequisite becomes Colors and either Restore or Coherent Light Jet.

Copy/TL

p. M60

This spell can make copies of photographs, or copy text or images from a video screen onto paper, with as much accuracy as a color photocopy or laser printer. Can also copy magnetic media, compact disks, etc., provided an appropriate "blank" is supplied. Copy spells are capable of counterfeiting paper money; governments rely on special paper with threads, holograms or other gimmicks embedded in them. (Roll against Forgery-2 or IQ-4 to notice that a bill is a magical counterfeit while casually handling it.)

Sharpen

p. M60

Prerequisite becomes Repair or Shape Metal.

Immediate Action

Blocking

Cast when a normal firearm jam or malfunction occurs, this spell immediately clears it; the gun continues to fire at its normal RoF. This spell also acts as a Blocking spell vs. Confound Firearm, Glitch or Malfunction. The caster can only affect a gun he is holding.

Cost: 3.

Prerequisite: Apportation or Find Weakness.

Mind Control Spells

Game Addict

Regular

Transforms a slot machine, pinball machine, arcade game, computer game, etc., into a magical trap. Anyone who plays it must make a Will roll. If he fails, he becomes enthralled with it and cannot stop playing. Characters with appropriate compulsions (e.g., Compulsive Gambling in the case of slot machines) roll at -6!

Shutting off or pausing the game frees the player – but he won't do this voluntarily. He will grab food, drink, coins and so on if they are within reach, and answer questions in monosyllables, but as long as the spell is maintained, he will ignore everything else until the game can no longer be played (e.g., he runs out of coins or is kicked out of the arcade, or the machine breaks or is shut off) or he collapses due to

fatigue, thirst, etc. A physical injury allows a second Will roll at a bonus equal to the damage sustained. Once the player breaks free of the spell, he must make an IQ-4 roll to realize that the compulsion to play was unnatural.

Also a Technological (Machine) spell.

Duration: One hour.

Cost: 3 to cast; 1 to maintain.

Prerequisite: Charm.

Item: Game cartridge, slot machine, etc. Affects any player. Copied game programs have no special effect. Energy cost to create: 100.



Movement Spells

Unless otherwise stated, Movement spells like Levitation or Flight have a maximum acceleration of 1 G; i.e., a speed change of 10 yards/second per second.

Flying Carpet (VH)

Regular

Transforms a carpet or other object one could reasonably ride or stand on or in – cauldron, chair, broom, boat, surfboard, motorcycle, etc. – into a flying vehicle under the command of the first person to board it. If several beings are aboard when the spell is cast, roll a Quick Contest of Wills to see who gets control; the caster (if aboard) has +5. If the pilot leaves the conveyance, roll another contest between the remaining passengers.

Top speed in yards/second is equal to the caster's effective skill ($2 \times \text{skill}$, in mph). The carpet can turn at up to 1 G (see p. B139 or *GURPS Vehicles*). Use Piloting (Flying Carpet) skill to control it. The pilot usually grabs the front edge of the conveyance and uses it as if holding reins; he can also stand and pilot it using his body weight, like a surfer, at -2 skill.

Practical Carpet Flying: In general, a rider cannot fall from the conveyance unless he jumps off deliberately or is knocked off by an obstacle (like a tree branch or power cable) or through combat. The conveyance keeps riders safely on board through magical attraction and deft maneuvering. It will not bank sharply, fold or (while flying) bend; the spell specifically provides a stable, level platform – which makes flying through narrow gaps hard! A rider engaged in very unbalancing activity like fighting must make a DX roll every turn to avoid falling off (unless the conveyance is enclosed); the GM can modify this depending on activity. Otherwise, treat anyone fighting from a flying carpet as being on the ground, ignoring the special rules for flying combatants (p. B139). Someone fighting from a flying broom or chair has the usual penalties for being seated (p. B98).

Fabric carpets typically have PD 0, DR 1; modern Kevlar carpets are usually PD 2, DR 8 (PD 1, DR 2 vs. impaling). Carpets are effectively immune to most crushing attacks. Assume that 27 points of cutting, explosion or bullet damage will wreck a hex of fabric. Fire does triple damage, but impaling attacks or bullets inflict a maximum of 1 point each. A bedsheet has only 9 HP/hex and DR 0. See p. B125 or *Vehicles* for guidelines on other objects.

Generous GMs may wish to let the conveyance remain airborne for $2d+2$ seconds after the caster cancels the spell, wobbling more with each passing moment until it loses flight altogether. This may allow a safe, if bumpy, landing.

Duration: 10 minutes.

Cost: 6 to cast for a 1-hex conveyance, plus 2 per extra hex. Each hex can carry one person or up to 250 lbs. (or less, if made of flimsy material); half that to maintain.

Time to cast: 5 seconds.

Prerequisite: Flight, or both Magery 2 and Walk on Air.

Item: Any conveyance may be permanently enchanted for 200 times casting cost. It costs only 1 fatigue to start plus 1 per 10 minutes, regardless of its size. This drain cannot be eliminated by the Power enchantment.

Homing Missile

Special

Must be cast on a Curse-Missile, Explosive Fireball, Fireball, High-Explosive Fireball, Ice Dagger, Ice Sphere, Shaped-Charge Fireball, Stone Missile or Winged Knife spell that the caster has "in hand" (p. M12). This is done at no penalty, and is an exception to the rule that no spells but Blocking spells can be cast while holding a missile spell ready.

When the missile is thrown, treat it exactly as a normal missile spell, but ignore Speed/Range penalties. It may also get increased $\frac{1}{2}D$

and Max range, if more energy is paid. If the target is within a Scryguard, Scrywall or Spell Shield, though, roll a Quick Contest between Homing Missile and the skill level of the protecting spell *after* the missile is fired but *before* rolling to hit. Unless the Homing Missile spell wins, it is "spoofed," and the missile automatically misses!

Duration: As long as the underlying missile exists.

Cost: 3 for a Homing Missile with normal range. For longer ranges, cost equals the multiplier to $\frac{1}{2}D$ and Max range plus 2; e.g., 10 times range costs 12.

Prerequisite: IQ 13+, Seeker and one or more of the missile spells above.

Item: An item that fires one of the above missiles can be enchanted with Homing Missile. Energy cost to create: 900.

Hail of Lead

Regular

Doubles the rate of fire of an automatic weapon (RoF 4+). No effect on other weapons. Also a Technological (Machine) spell.

Duration: 1 second.

Cost: 2 for a weapon with a loaded weight under 15 lbs., $\times 1.5$ if 15-49 lbs., $\times 2$ if 50-99 lbs., $\times 3$ if 100-200 lbs., and one additional multiplier per additional 100 lbs.; same to maintain.

Prerequisite: Haste, Immediate Action.

Item: Any firearm. Casts spell on itself. Energy cost to create: 100 times the cost above.

Reduce Recoil

Regular

Cast on a firearm, this spell absorbs the weapon's kick, making it more controllable and easier to fire.

Duration: 1 minute.

Cost: 1 per -1 Rcl eliminated. Rcl -1 is reduced to $-\frac{1}{2}$ (-1 per two shots or groups) and not 0. Another point of reduction will give Rcl 0. Apply cost multipliers from Hail of Lead for guns weighing over 15 lbs. Same to maintain.

Prerequisite: Apportation.

Item: Ranged weapon. Always on. Energy cost to create: 100 times the cost above.

Magic Bullet

Regular

Lets a bullet attack multiple targets, or the same target more than once. When fired, the user may specify up to three extra targets, in sequence, as long as each is within 5 yards of the previous target and not separated by intervening solid obstacles.

If the bullet misses, bounces off DR or blows through the first target, it can swerve or ricochet to attack the second, then the third, etc., until *either* all targets have been missed or attacked, *or* the bullet hits a target and fails to blow through. Calculate the firer's effective skill to hit the first target normally; successive targets are attacked using this roll as well, but at an extra -2 per target after the first. If using hit location rules, hit location is rolled randomly for all targets after the first.

Cost: 2 per extra target.

Prerequisite: Poltergeist.

Item: A gun. Casts spell on a bullet loaded into its chamber. Energy cost to create: 700.

Steady Hand

Regular

Cast on a ranged, hand-held device (like a gun or camera), this spell stabilizes the user's arm when using it while moving, halving the penalty (round down) for firing on the move (p. B117).

Duration: 1 minute.

Cost: 1 to cast; 1 to maintain.

Item: Gun, camera, etc. Casts spell on itself. Energy cost to create: 120.

Necromantic Spells

See also *Radiation Spells* (p. 38).

Skull-Spirit

p. M73

Item: (b) Skull warhead. An enchanted skull may be built into a missile, cannon shell or bomb of 120mm or larger caliber. When the warhead detonates, the skull dissolves and the skull-spirit is released without harm. The spirit will then attempt to slay all living, intelligent beings it can find, starting with the nearest and hunting until 24 hours are up or it's destroyed. Larger warheads may hold up to [(bore size in mm/120) cubed] skulls. For missiles and bombs, use "normal" size warheads (see p. VE114). Use HE warhead statistics to determine basic ammo cost, weight, range, etc. (no damage is inflicted). Energy cost to create: 50 per skull.

Hellspawn

Regular;

Resisted by mother's IQ

Conjures a demonic spirit to replace the soul of a developing embryo before it becomes a fetus. It will be born as a demonic familiar (p. M116) if conjured into a non-sapient animal, or as a cursed half-demon (give the character lots of Occult and Paranormal Disadvantages) if a sapient race. Critical failure may conjure a demon *outside* the mother's body, or summon some other entity – maybe angelic? – to possess the fetus.

Cost: 20.

Time to cast: 5 minutes.

Prerequisite: Permanent Possession, Summon Demon.

Protection and Warning Spells

Blind Sensor

Regular;

Resisted by sensor's Scan-5

Causes an electronic sensor (radar, sonar, thermograph, etc.) to cease functioning. It has no effect on natural or magical sensors; e.g., a dolphin's sonar could not be "blinded." Apply the long-range modifiers on p. M10.

Scan ratings are explained in *GURPS Vehicles*. To quickly calculate Scan, find the sensor's maximum range on the *Linear Measurement* column of the *Size and Speed/Range Table* (p. B201), find the corresponding number in the *Size* column and subtract 6. E.g., a sensor with a 10-mile range has Scan 17 and resists this spell at 12.

Also a Technological (Machine) spell.

Duration: 1 minute.

Cost: 3 to cast; 1 to maintain.

Prerequisite: Glitch, Seek Emitter.

Spoof Sensor

Regular;

Resisted by sensor's Scan-3

As Blind Sensor (above), except the user can make the sensor see whatever image he wishes. Also a Technological (Machine) spell.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Prerequisite: Blind Sensor.

Prismatic Mist Area

Conjures a shimmering cloud of prismatic crystals. Normal vision is at -1 through the cloud, but lasers, Sunbolts and radar signals cannot penetrate it. Anyone breathing it must roll vs. HT each turn to avoid taking 1 hit of damage.

Duration: 1 minute.

Base Cost: 2 to cast; 1 to maintain.

Time to cast: 2 seconds.

Prerequisite: Mystic Mist, Sand Jet.



Sound Spells

Scribe/TL

p. M79

This spell can be cast on (or enchanted onto) a computer keyboard, a typewriter, etc.

Volume Control/TL

Regular

Cast upon an artificial sound-producing or amplifying device, this spell lets the caster vary its volume at will, from silence up to four times the normal maximum.

Duration: 1 minute.

Cost: 2 to cast; 1 to maintain.

Time to cast: 2 seconds.

Prerequisite: Great Voice.

Item: (a) Wand, conductor's baton or jewelry. Must point at target. Energy cost to create: 100. (b) Any manufactured sound-producing device; user can control volume at will while touching it. Energy cost to create: 20.

Technological Spells

This college is divided into five sub-colleges: Bio-tech, Energy, Machine, Metal/Plastic and Radiation.

Bio-tech Spells

Sequence DNA (VH) Information

Lets the caster magically determine the correct DNA sequences needed to produce specific traits. Successful use of this skill gives the caster +10 to Genetics (Genetic Engineering) skill at the concept stage of genetic engineering (see p. BIO58). Only one try is allowed per week. The GM should roll secretly for success.

Duration: 1 week.

Cost: 6.

Time to cast: 5 minutes.

Prerequisite: Magery 2, Genomancy.

Manipulate DNA (VH) Regular

Lets the caster magically splice genes and manipulate DNA to produce specific traits. Successful use gives the caster +10 to Genetics (Genetic Engineering) skill at the working model stage of genetic engineering (see p. BIO58), additive with other modifiers in the genetic engineering rules. It also allows working with improvised facilities (e.g., a kitchen) at a -10 "lab quality" penalty (which exactly cancels the +10 bonus the spell provides, for no net modifier). Only one try is allowed per weekly attempt at genetic engineering. The GM should roll secretly for success.

Duration: 1 week.

Cost: 8.

Time to cast: 5 minutes.

Prerequisite: Magery 2, Analyze Genetics, Apportation, Small Vision.



Energy Spells

Energy spells manipulate power. "Power" usually means electricity at TL7. A "fuel," by contrast, is a substance consumed to provide power: from wood or coal to nuclear fuels to antimatter. A fuel's TL is determined by the TL at which people use it to power machines, not the TL at which it's first available. If a fuel is used at multiple TLs, assume the TL most favorable to the mage when calculating penalties.

Many of the spells below require conversions between standard power sources and *GURPS* spell energy. Use the following table:

Energy	Fatigue Equivalent
1 kW	0.00277 fatigue
9-volt cell	0.05 fatigue
12-volt cell	5 fatigue
1 kWh	10 fatigue
3,400 btu	10 fatigue
1 MWh	10,000 fatigue
1 kW	0.00277 fatigue/second
Household outlet	Up to 0.01 fatigue/second
Household fuse box	Up to 0.1 fatigue/second
360 kW	1 fatigue/second
965 hp	2 fatigue/second
1 MW	2.77 fatigue/second
18 MW	50 fatigue/second
Industrial power line	Up to 250 fatigue/second

Notes: kW = kilowatt-second (or kilojoule); kWh = kilowatt-hour; btu = British thermal unit; MWh = megawatt-hour; kW = kilowatt; hp = horsepower; MW = megawatt.

Values for 9- and 12-volt cells assume TL7 non-rechargeable lead-acid batteries. The 12-volt cell is a typical car battery. Rechargeable cells or batteries contain half as much energy.

Normally, Conduct Power (p. 31) and Draw Power (p. 32) can only leech power from a specific power-generating source (e.g., an engine or power plant) or power outlet (e.g., a wall socket). The GM may rule that a mage can also tap a building, dimming the lights to power his spells or equipment. Count range penalties from the mage to the main breaker- or fuse-box for the building, treating it as the "source" and enforcing the normal rules for line-of-sight, etc.

In a normal residence, this isn't terribly useful: anything higher than 30-40 kW (0.1 fatigue/second) will blow a house's fuses or trip its breakers, and many household fuse systems can only handle a quarter of that! Larger buildings, however, are designed for proportionately more energy. Well-designed buildings have a fuse/breaker limit equal to roughly double their average draw, and in a high-tech society, office machines, computers and lighting create a big demand. If the GM assumes a 2-4 kW (about 0.01 fatigue/second) fuse limit per person living or working in a large building, he won't go far wrong.

Industrial plants use lots more power, of course. A large industrial machine shop may pull 2-3 MW while a steel refinery might use up to 80 MW (222 fatigue/second).

Seek Power/TL

Information

Tells the caster the direction and approximate distance to the nearest significant power source. Use long-distance modifiers (p. M10). Any particular types or known sources of power may be excluded if the caster specifies them before beginning. Stored energy sources (like batteries) are difficult to detect: double the range penalty unless the source is actually being drawn from when the spell is cast.

Cost: 3.

Time to cast: 10 seconds.

Item: A wand which will point in the direction sought after and glow in proportion to the importance of the source detected. Energy cost to create: 60.

Seek Fuel/TL

Information

Tells the caster the direction and approximate distance to the nearest significant source of fuel. Use long-distance modifiers (p. M10). Any particular types or known sources of fuel may be excluded if the caster specifies them before beginning.

Cost: 3.

Time to cast: 10 seconds.

Item: A thin, graduated metal stick which will point in the direction sought after and give an indication of the amount detected. Energy cost to create: 60.

Test Fuel/TL

Information

Tells the caster if a substance is good to "burn" as fuel, revealing impurities, dangerous decay and foreign objects. Does not analyze chemical composition or energy content, nor does it check for magic.

Cost: 1 to test up to 1 lb. or 1 gallon of fuel; 3 per hex to check all the fuel in an area.

Item: Staff, wand, jewelry or fuel gauge. Energy cost to create: 100.

Preserve Fuel/TL

Regular

Keeps fuel from spoiling, being consumed, decaying, etc. Will even prevent the radioactive decay of nuclear fuels!

Duration: 1 week.

Cost: 4 per pound of fuel; half to maintain.

Prerequisite: Test Fuel.

Item: (a) Staff, wand or jewelry. Energy cost to create: 400. (b) Container or fuel tank. Always on. Contents are preserved indefinitely. Energy cost to create: 40 for every pound of fuel to be held (round up).

Decay/TL, Ruin/TL

p. M48, M59

These may be cast on fuels, and are then resisted by TL. Decay works only on organic fuels.



Purify Fuel/TL

Removes foreign objects and impurities from a fuel, rendering it fit to "burn." If fuel has been completely corrupted by impurities, the spell will remove them . . . leaving nothing!

Cost: ½ per pound of material to be purified (minimum cost 1).

Prerequisite: Purify Water or Decay.

Item: Staff, wand, jewelry or container. Must touch or be filled with subject fuel. Energy cost to create: 200.

Create Fuel/TL

Turns any non-processed solid substance into solid fuel.

The more energetic the starting substance, the better; this spell will make rocks burn, but not very well!

This spell is impractical at high TLs because of the highly concentrated nature of the fuels that are needed. If someone cast Create Fuel/TL11 on a pound of dirt to create fuel for an antimatter power plant, it would turn into a truly microscopic amount of antimatter.

Duration: Permanent.

Cost: 1 per pound of fuel for most chemical fuels. For nuclear fuels or antimatter, 1 per kilowatt-year of energy. To create enough enriched uranium to run a 10-MW nuclear plant for a year would cost 10,000 energy.

Time to cast: 30 seconds.

Prerequisite: Seek Fuel and any two transmutation spells (Earth to Stone, Earth to Air, etc.).

Items: (a) Wand, staff or jewelry. Usable only by a mage. Must touch material to be turned into fuel. Energy cost to create: 400. (b) A container which will change the contents into solid fuel. Energy cost to create: 100 per pound per day capacity of the container.

Water to Fuel/TL

As Create Fuel, except it turns water or any other simple liquid into a usable liquid fuel.

Duration: Permanent.

Cost: 8 per gallon (which equals about 1 per pound).

Time to cast: 10 seconds.

Prerequisite: Purify Fuel and any two transmutation spells (Earth to Air, Flesh to Stone, etc.).

Item: A bottle, jerrycan or barrel which will change the contents into a liquid fuel. Energy cost to create: 800 per gallon per day capacity of the container.

Hotshot/TL

Makes chemical propellants and explosives more energetic! Increases the concussion damage of most chemical-explosive devices or warheads by ⅔ (e.g., 6d becomes 10d). Shaped-charge warheads (like HEAT and HEDP) get +1 damage per die instead. Cast on a round of chemical-propellant ammunition, it affects any explosive warhead as above, boosts ½D and Max ranges by ⅓, and adds +1 per die to crushing damage from a direct hit.

Guns may run into trouble if ammunition is hotshot, because their firing chambers aren't designed for it! Lower Malf numbers by two stages when firing hotshot ammo: "Ver." becomes 16, "Crit." becomes 15, 16 becomes 14, etc.

Cost: 1 per pound of ammunition or explosive weight (minimum cost 2). Can affect a handful of loose ammo, a magazine or a single big shell.

Time to cast: 2 seconds.

Prerequisite: Create Fuel, Know Recipe.

Regular Purify Power

Cast on an electrical device, this spell will ensure the smooth flow of power from a particular source (plug, battery, etc.) to the device, and will protect against power spikes or surges. It will not actually provide power.

At double cost, it will even make an electronic device immune to the effects of electromagnetic pulses (EMP), such as from a nuclear blast or the Surge power. Electricity (including attacks like the Lightning spell) will still inflict normal damage, but the device won't suffer any extra damage for being an electrical gadget.

A mage can also cast this on *himself* to protect against power surges, etc., when using a spell like Conduct Power.

Duration: 1 minute. Ends if connection is broken.

Cost: 2 to cast; 1 to maintain. Double for EMP protection.

Item: Electrical device. Always on. Permanently protected. Energy cost to create: 250, or 500 to protect from EMP.

Stop Power/TL

Stops the flow of power in the area, causing all powered devices within it to cease to function. Has no effect on natural bioelectricity or "living machines."

Duration: 1 minute.

Base Cost: 3 to cast; half to maintain.

Time to cast: 3 seconds.

Prerequisite: Magery, Seek Power.

Item: Wand or staff. Usable only by a mage. Energy cost to create: 800.

Lend Power/TL

Lets a mage take fatigue in order to power a device magically. In theory, a large enough circle of mages could use this spell to power a modern warship and its weapons!

Duration: Varies.

Cost: Convert the device's power requirement into a fatigue equivalent (see p. 29). For devices that use a steady flow of power, this will be a rate in fatigue/second. If this is less than 1, calculate running time per point of fatigue; e.g., a car with a 90-kW engine uses 0.25 fatigue/second, so the cost would be 1 fatigue per four seconds, or 15 fatigue/minute. For devices that run on batteries or power cells, find the fatigue stored in the cells, then divide by the hours the device can operate on them (assume one month = 720 hours) to get fatigue/hour; e.g., a radio that works for a day (24 hours) on two 12-volt batteries (hold a total of 10 fatigue) would require 10/24 = 0.417 fatigue/hour. In all cases, minimum cost is 1 fatigue per hour and high skill does *not* reduce cost!

Prerequisite: Magery 2, Seek Power.

Items: (a) Staff, wand or jewelry. Mage only, must touch. Energy cost to create: 1,000. (b) Any device can be enchanted so that any mage willing to lend it power (possibly in addition to the normal power source) can do so. The mage need not know this spell; the enchantment supplies the magic. He must touch the device, however. The device will also accept a Powerstone or Maintain Spell (p. G72). Energy cost to create: 1 per 100 lbs. of device mass (round up), minimum cost 250.

Propel/TL

Similar to Lend Power, but used specifically to provide motive power to a vehicle's propulsion system. For the purpose of this spell, this is any system that converts fuel or power into mechanical motion or thrust: a car's drivetrain (transmission), a boat's screw, an airplane's propellers or jet engines, a helicopter's rotor, a spaceship's rocket engine, a starship's reactionless drive, etc.

Duration: Indefinite.

Area

Regular

Regular



Cost: Divide the power requirement of the propulsion system by the mage's skill, then convert it into a fatigue cost (see p. 29). For fuel-burning systems that list a thrust and not a power requirement, use (thrust in lbs.)/4 as the power requirement in kW. Minimum cost is 1 fatigue per 600 seconds; i.e., 1 fatigue every 10 minutes. High skill does not otherwise reduce cost!

Example: A compact car's engine delivers 75 kW (about 100 horsepower) to its drivetrain. A skill-15 mage must provide $75/15 = 5$ kW. Since 360 kW is 1 fatigue/second, the requirement is 5/360 fatigue/second, or 5 fatigue every six minutes.

Prerequisite: Air-Golem, Create Fuel.

Item: Staff, wand or jewelry. Mage only, must touch. Energy cost to create: 1,000. (b) Any powered propulsion system can be enchanted so that a mage willing to power it can do so. The mage need not know this spell; the enchantment supplies the magic. The enchanted device will also accept a Powerstone or Maintain Spell (p. G72). Energy cost to create: 1 per 100 lbs. of propulsion system mass (round up), minimum cost 250.

Conduct Power/TL (VH)

Makes the caster into a power conduit, a link between an active power source and a device in need of energy. The spell has two "subjects": the source and the sink. The range penalty is based on the total distance from source to caster *plus* caster to sink. If either source or sink can't be seen, the roll is at -5; if neither can be seen, roll at -10!

A device may draw power through one mage or circle of mages at a time; if several mages compete to supply a device, roll a Quick Contest of skill between casters, adjusting for range. The maximum power a mage may safely conduct is $[HT \times (Magery \text{ squared})]/4$ in megawatts, rounded up to the nearest MW. Thus, a mage with HT 10 and Magery 2 could handle a steady stream of $[10 \times (2 \times 2)]/4 = 10$ MW safely. For a circle of mages, add the individual power capacities. If a mage's safe level is exceeded, he must roll vs. HT *every second*, taking 1 fatigue for every excess MW (or fraction) on a failed roll. On a critical failure, he loses hit points equal to his ST loss!

Low-TL versions of this spell allow the mage to tap natural powerhouses: waterfalls, wind, geothermal energy, fire, etc. To prevent abuse, the GM should require that some form of low-tech machinery be in place (e.g., a waterwheel to tap a waterfall, a windmill to tap wind), and limit the tapping of diffuse sources – like fires – to the energy produced in 1 hex; i.e., not much. A mage can't suck power out of distributed,

unlocalized sources.

Example: The spell is cast on a nuclear power plant (source) and a laser weapon the mage is holding (sink). While the spell is maintained, the laser is powered by the plant, despite there being no physical connection. If the laser is in the mage's hand and the plant is 3 hexes beneath the catwalk he's standing on, total distance is 3 hexes, for a -3 range penalty. If the catwalk obscures the mage's view of the plant, there's a further -5. (The caster need not be looking at the plant while maintaining the spell – just while casting it.)

The laser is an experimental TL7 device that gets 6 shots from a 12-volt battery. Checking p. 29, we find that a 12-volt cell stores 5 fatigue, so each shot requires $5/6 = 0.83$ fatigue. If the laser is fired at its maximum RoF of 3–, that would be 2.5 fatigue/second. Since 1 fatigue/second is 360 kW, this is equal to a steady stream of 900 kW, or 0.9 MW. This is manageable for the average wizard . . . but a heavy, vehicle-mounted laser would probably take Magery 3!

Duration: 1 minute.

Cost: None to cast, but the strain of channeling the power costs 1 fatigue/minute. This is physical fatigue caused by exertion; it isn't reduced by high skill and can't be drawn from Powerstones . . . although HT can be used, if the mage is desperate.

Prerequisite: Magery, Seek Power.

Steal Power/TL (VH)

Lets a mage steal power from a stored energy source (like a battery or power cell) to heal his fatigue. If he drains all the energy from a rechargeable cell, it "burns out" and can't be recharged.

Cost: None to the caster! The caster regains energy at an efficiency equal to his skill with the spell, read as a percentage; e.g., a caster with skill 20, draining a 12-volt car battery completely, gains 20 percent of the energy contained within. The other 80 percent is wasted. At TL7, it will be difficult for casters to regain more than fractional fatigue. The GM should decide whether to ignore anything less than 1 fatigue, to keep track of fractions, or to compromise by allowing fractional gains to be additive if the spells are performed sequentially, without any break save to cast the next one.

Time to cast: 2 seconds per point of regained ST. If draining fractional fatigue, a minimum 2 seconds per casting.

Prerequisite: Magery 2, Conduct Power, Minor Healing.

Item: Wand, staff or jewelry. Usable only by a mage. Mage and item must both touch the source. Energy cost to create: 750.



Draw Power/TL (VH)

As Conduct Power, except that the power doesn't go into a powered device, but directly into a spell. All the limitations of Conduct Power still apply; e.g., if a mage with Magery 2 and HT 10 had a 40 MW nuclear plant handy, he could safely use only 10 MW, providing him with up to 27 fatigue/second to power his magic. The Draw Power spell must be cast first, and counts as a spell "on" when casting the subject spell.

Duration: 1 minute.

Cost: None to cast, but the strain of channeling power costs 1 fatigue/minute. This is physical fatigue caused by exertion; it isn't reduced by high skill and can't be drawn from Powerstones. ST is lost only when using the power, though, so Draw Power can be maintained indefinitely (although the caster will take the usual -1 to skill).

Prerequisite: Steal Power and at least 2 spells from 10 different colleges.

Item: Magic item that can be used to cast the Draw Power spell on any conventional power source, but only to power itself, not the user. Energy cost to create: 1,300. See *Electric Power* (p. 20) for another alternative: a magic item that runs solely off its built-in power supply.

Special Magnetic Vision

Reveals magnetic fields to the subject. They are brightest where strongest, and seem to flow from one magnetic pole to the other. If the subject has Physics/TL6+ at 12 or better, he can use this spell to estimate the strength of the magnetic field. If no magnetic object stronger than a kitchen magnet is within 1 yard, the subject can determine magnetic north. Combined with a 1,000× Small Vision spell, this spell will let the subject read magnetic data storage media directly (each format is a different M/H language).

Duration: 1 minute.

Cost: 2 to cast; 1 to maintain.

Prerequisite: Keen Eyes.

Item: Jewelry or spectacles. Must be magnetized or include a small magnet (*doesn't* impede the use of the spell as a compass). Wearer only. Energy cost to create: 150.

Radio Hearing

Regular

The subject can "hear" radio and microwave broadcasts. Weak signals will require Hearing rolls to detect, and interference or noise will give a penalty to this roll (which can be reduced if the subject casts Purify Signal on himself). The subject can tune in a particular broadcast by making an IQ roll (one try per turn), but the *content* will be indecipherable unless the caster knows the appropriate radio "language" skill. Basic telegraphy is a M/E skill (see p. B55); most other formats (FM, AM, etc.) are M/H languages. The exact number of skills available is up to the GM.

This spell does *not* let the subject "decode" multiplexed, encrypted or compressed transmissions!

Duration: 1 minute.

Cost: 2 to cast; 1 to maintain.

Prerequisite: Keen Ears or Seek Emitter.

Item: Jewelry (germanium crystal earrings are appropriate). Wearer only. Energy cost to create: 150. Some enchanters create items (headsets, conch shells, speakers) that turn the radio signal into an audible one; the user tunes it by concentrating.

Spectrum Vision (VH)

Regular

Lets the subject "tune" his vision to any portion of the electromagnetic spectrum: radio, microwave, infrared, ultraviolet, gamma ray, etc. Switching "bands" requires an IQ roll (one try per turn). The GM may require rolls against various scientific skills for a subject to *understand* what he sees.

Duration: 1 minute.

Cost: 4 to cast; 4 to maintain.

Prerequisite: Infravision.

Item: Jewelry or spectacles. Must include a small prism. Wearer only. Energy cost to create: 750.

Machine Spells

Seek Machine/TL

Information

Tells the caster the direction and approximate distance to the nearest machinery of any sort. Use long-distance modifiers (p. M10). The caster can also specify that he's looking for a specific device: laser, tank, computer, gun, etc. Known machines may be excluded if specified before casting.

Cost: 3.

Time to cast: 10 seconds.

Item: Staff, wand or jewelry. Energy cost to create: 100.



Reveal Function/TL *Information;* *Resisted by spells that conceal magic*

Reveals the function(s) of the subject machine. If the subject has multiple functions, the spell reveals them in order of increasing complexity (simplest first) and tells the caster, "there are more functions." Successive castings will reveal one function apiece.

This spell can also be used to reveal how to activate known functions (e.g., which button to press); the caster gets *one* try, at -5. If successful, he can then use the machine with the appropriate skill (or IQ-6) at a penalty of -1 for unfamiliarity.

Cost: 8.

Time to cast: 10 minutes.

Prerequisite: Seek Machine.

Item: Staff, wand or jewelry. Cost to create: 1,500.

Machine Control/TL *Regular*

Lets the caster control the actions of one machine (anything under IQ 8, any size) or a swarm of small ones, up to about 1,000 machines or 100 lbs. total. The caster must be aware of the machine's functions to control them. The spell doesn't supply the *skill* to use the machine – the caster must use his own skill in Computer Operation, Driving, etc. Concentration is required.

The spell acts through the machine's triggers and controls. A mage could use the spell to make a camera snap a picture, a robot strangle its evil creator or a gun discharge all of its ammunition. He couldn't *aim* the gun or camera, or move it, unless it were self-aiming or self-propelled – at least not without adding an Apportation spell.

If someone or something else has control (e.g., a robot brain in a vehicle or an operator in the driver's seat), then he/it may dispute control of the machine every turn: roll a Quick Contest between the caster's skill at operating that machine and operator's skill (or Will+TL, for cybernetic control).

Duration: 1 minute.

Cost: 6 to cast; 3 to maintain.

Prerequisite: Lightning, Locksmith, Reveal Function.

Item: Staff, wand, headgear or jewelry. Energy cost to create: 1,000 for an item that controls a specific type of machine, 2,000 for one that controls any machine.

Program/TL *Regular*

Allows the caster to create a computer program in any programming language he's familiar with. He need only visualize the program *from the user's point of view* and the spell will take over, writing a complete program to a blank magnetic or optical storage device. The "visualization process" can take from five minutes to several hours, depending on the Complexity of the desired software (determined by the GM); the spell must be cast immediately after the program has been visualized. If the software is *too* good, the mage's computer might lack the resources needed to run it!

The mage's effective skill with this spell (and the skill of the program, if important) cannot exceed his Computer Programming skill. At double cost, mages without Computer Programming skill may substitute Computer Operation skill (but not its default!).

Duration: The program will work flawlessly for 4d days. After that, it (and any copies), will develop bugs and rapidly deteriorate to uselessness within 24 hours. The mage will be unaware of the duration when he casts the spell. For 5 times cost, the spell is permanent (but the program is still magical).

Cost: 10; cannot be maintained. Multiply by 2 if using Computer Operation skill and by 5 if permanent.

Time to cast: 5 seconds.

Prerequisite: Machine Speech-17+, or both Machine Control and Scribe at 17+.

Item: Computer. Always on. Usable only by a mage. Requires no software, and won't run any. Instead, its functions are based on the desires of the user (limited by the computer's Complexity and the user's

Computer Programming skill). Non-mages (or computer-illiterate ones) will be unable to comprehend or use the computer. Energy cost to create: 300.

Machine Summoning/TL *Regular*

Lets the caster call one *self-propelled* machine – e.g., a vehicle or a robot, but not a gun or a fridge – of a named type (anything under IQ 8). Range doesn't matter. If the spell works, the caster will know the location of the closest machine of that type and how long it will take to come to him. The machine will move toward him as quickly as it can, until either the spell ends or the machine reaches his immediate vicinity.

Of course, a machine without sensors may have trouble finding its way to the caster; e.g., a TL7 car would proceed in a straight line at top speed, unaware of (and thus unable to avoid) obstacles like pedestrians, ditches and lamp posts. The machine may also run out of fuel or power before finding the caster.

Once the machine reaches the caster, it will stay nearby, without attacking, until it runs out fuel, its trajectory carries it past (forcing it to circle back), or the spell ends. The spell is broken if the caster or a companion attacks the machine.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain.

Time to cast: 4 seconds.

Prerequisite: Machine Control.

Item: Staff, wand or jewelry. Energy cost to create: 500 for an item that summons one particular machine type, 1,000 for an item that can summon any machine.



Machine Speech/TL *Regular*

Lets the subject mentally communicate with any machine, intelligent or not. Computers and robots will have an actual "language"; other machines can be communicated with as if they did, but won't know much beyond their own status – a gun could say "I have six rounds left" or "I'm broken," but that's about it. Each minute allows one question and answer. Also a Communication and Empathy spell.

Duration: 1 minute.

Cost: 5 to cast; 3 to maintain.

Prerequisite: Machine Summoning, or both Lend Language and Reveal Function.

Item: Staff, wand or jewelry. Energy cost to create: 1,200 for an item that talks to one particular machine type, 5,000 for an item that can talk to any machine.



Guide Missile/TL

Regular

Lets the caster take information from a successful "Seek" spell he has just cast (e.g., Seeker or Seek Earth) and implant it in a guided missile or "smart bomb," overriding its normal guidance system. When fired, the missile will maneuver to reach the last known location of the target (which isn't necessarily the target's current location!), subject to its usual design limitations.

The GM should roll secretly for the success of Guide Missile. On a success, the missile is implanted with the information. Once launched, it will proceed toward and automatically hit the target's hex. If the target occupies multiple hexes, it will strike as close to the center of mass as possible.

On a failure, look up the margin of failure in the first column of the *Size and Speed/Range Table* (p. B201) and read over to the *Linear Measurement* column to find the distance of the miss; e.g., failure by 2 (-2) translates into a 4.5-yard miss. Critical failure means the missile goes off on a totally different course - perhaps even "locking onto" a friendly target!

Duration: 1 minute.

Cost: 2 to cast; 1 to maintain.

Prerequisite: Machine Control and any "Seek" spell.

Item: (a) Missile launcher controls. Usable only for missiles it can fire. Energy cost to create: 500. (b) A missile can be enchanted with a "Seek" spell for the cost of creating a staff or wand with that ability. The missile counts as a staff, and is "pointed" by aiming the launcher/vehicle. Missiles may be designed *only* for magical control: they need no guidance system, only a steering system (movable fins or jet deflectors) to respond to spell commands. If using *GURPS Vehicles*, omit the guidance system but price the motor as a guided weapon. This covers the cost of the steering system. For a "smart bomb," add 20 percent to CPS.

Glitch/TL

Regular; Resisted by HT

The mechanical equivalent of Spasm (p. M25). It causes the subject machine to eject a part, miss a cog, garble a data packet or experience some other brief malfunction. The game effects can range from trivial annoyances (if cast on a flashlight, for instance) to potentially deadly (if cast on medical equipment during surgery, or on a moving vehicle as it makes a hazardous maneuver).

Duration: An instant.

Cost: 3. Cannot be maintained.

Prerequisite: Machine Control.

Item: Staff or wand. Mage only, touch required. Energy cost to create: 400.

Malfunction/TL

Regular; Resisted by HT

The mechanical equivalent of Total Paralysis (p. M27): the subject machine ceases to function for the duration (an airplane will stall, a sensor will be "blind" and so on). The caster must touch the subject!

Duration: 1 minute.

Cost: 5. Cannot be maintained.

Prerequisite: Magery 2, Glitch.

Item: Staff or wand. Mage only, touch required. Energy cost to create: 2,000.

Confound Firearm/TL

**Regular;
Resisted by HT**

Must be cast on a firearm (gun, rocket launcher, cannon, etc.). Every time it's fired, the weapon automatically suffers a critical failure and the user must roll on the *Firearm Critical Miss Table*. Unlike Fumble (p. G16), this affects the weapon, not the user.

Duration: 1 minute.

Cost: 2 for weapons under 15 lbs.; heavier weapons use the cost multipliers for Hail of Lead (p. 26).

Prerequisite: Glitch.

Schematic/TL (VH)

Information

The caster *must* touch the subject machine! The spell creates a detailed technical "blueprint" of that machine in his mind. He can browse through this at his leisure, at the same rate that he could peruse actual hard-copy plans, and can use Illusion spells or Telepathy to show the schematic to others. The duration is the time that the image stays with any useful clarity in the caster's mind. This memory can be "maintained," but Schematic does not count as a spell "on" for penalty purposes.

The schematic can represent either the *current* state of the object (showing internal damage, wear and tear, alterations, etc.) or the *ideal* state, as it was originally designed. Both can be useful. The latter will even give a plan for an object based on only a tiny scrap of it (no less than 5 percent of its total mass). This has obvious implications for salvage, crash investigation and espionage. In either case, the cost to cast the spell is based on the mass of the *intact* machine.

Note that Schematic grants no appropriate skills! To interpret the schematic of a nuclear power plant, for instance, the caster would need Engineer (Nuclear) skill, while the appropriate Armoury or Engineer (Weapons) skill would be required to make use of a weapon's schematic.

Also a Knowledge spell.

Duration: 1 minute.

Cost: 5 for an object weighing up to 1 ton, plus 1 for each additional ton or fraction thereof; half to maintain.

Time to cast: 30 seconds.

Prerequisite: History, Reveal Function.

Item: Blueprint or headgear. Mage only, must touch. Energy cost to create: 200.

Upgrade Computer/TL

Regular

Improves a computer's efficiency across the board (clock speed, processing power, memory, etc.), increasing its effective Complexity.

Duration: 10 minutes.

Cost: For +1 Complexity, cost equals the computer's original Complexity, minus 1 per TL the computer has above 7 (minimum cost 1). For +2 Complexity, multiply cost by 10. Same to maintain.

Prerequisite: Inscribe, Repair and either Schematic or Electronics (Computers)-15+.

Item: Computer. Mage only. Lets user cast spell on it. Energy cost to create: 500 × its base Complexity for +1, 5,000 × Complexity for +2.

Rebuild/TL (VH)

Regular

An improved version of Repair, this spell will totally rebuild any object from as little as a fragment. If the subject is a machine, the caster must first successfully cast Schematic on it and start casting Rebuild while the schematic is still in his mind. For objects simpler than machines, Schematic is unnecessary and TL modifiers should be ignored.

The object reforms at a rate of 500 lbs. of missing mass per second, beginning after casting is completed. Thus, it would take four minutes to completely rebuild a 60-ton tank from a few scraps. Exotic materials may inflict a skill penalty or slow down the rebuilding process (GM's option). Magic items cannot be rebuilt at all (if the GM prefers, they can be rebuilt, but will have no magical power).

Also a Making and Breaking spell.

Duration: Permanent.

Cost: 30 if the final mass will be 500 lbs. or less; the object's current state of repair is not a factor. Add 1 to cost for every additional 500 lbs. (or fraction thereof) of final mass.

Time to cast: 1 second per point of energy required.

Prerequisite: Magery 3, Create Object, Repair and at least 3 spells of each element. Schematic is required to cast the spell on machines.

Animate Machine/TL (VH)

Regular; Resisted by IQ

Summons a spirit to animate a machine (of any IQ) that the wizard is touching. The spirit controls the machine just as if a human were at its controls. It may also control all mechanical or electronic accessories (including weapons) built into the machine. The machine's actions are limited to its normal functions, as per Machine Control (p. 33); e.g., an animated rifle could fire but not move, while an animated tripod-mounted machine gun could swivel to aim and fire.

The spirit has DX 2d+6 and IQ 1d+7. Its skill at operating the machine (e.g., Driving, for an animated car) is equal to its DX. It obeys the orders of the caster or anyone he designates, but tends to take orders

literally! ("Drop me off" is an unfortunate command to give to an animated aircraft.) In such cases, roll against the spirit's IQ to see if it uses the colloquial or literal meaning of the phrase.

A critical failure with this spell will summon a demon into the machine. It will attempt to kill its summoner and anyone else it can reach. In this case, the caster *cannot* simply cancel the spell: the animating demon will use its own fatigue (2d+6) to keep the spell going!

Duration: 1 minute.

Cost: 8 for a machine of up to 1 ton in mass. Each extra energy point will double the mass affected (e.g., 10 energy will affect up to 4 tons). Half cost to maintain.

Time to cast: 1 second per energy point.

Prerequisite: Machine Control, and either Animation or Animate Object (p. G67).

Item: A machine can be permanently animated for 100 times the casting cost.

Rider, Rider Within

p. M24

These spells will work on a machine (or, for Rider Within, a golem) if the caster knows Machine Control. TL modifiers are based on the TL of the caster's Machine Control spell. Note that the sensory apparatus and input of a machine may not be readily intelligible to the caster.

Mad Machine/TL

Regular

Summons a malignant spirit to possess a machine. Works just like Animate Machine (p. 35), except that the caster has no control over the machine, which will attempt to harm everyone - caster included!

A machine will usually attack if it can. If it is unable to directly harm someone, it will act in the most irritating way possible. It may work part of the time to lure the victim into a false sense of security, then malfunction periodically at the worst times. A vehicle might try to run people down (or attack with its integral weaponry), or it may wait until passengers are on board, then try to crash; a gun might jam when pointed at enemies, but fire on its own when pointed at oneself or friends; a phone might fail to ring when important messages are expected, but let calls from bill collectors through; a computer might crash just before the user hit "save" after a lengthy work period, etc. The machine has a demonic level of cunning and sentience regarding activities involving it.

Duration: Until exorcised.

Cost: 10.

Time to cast: 1 minute.

Prerequisite: Machine Control, and either Animation or Summon Demon.

Item: A machine can be permanently animated by a malign spirit for 100 times the casting cost, creating a berserk machine that will seek and destroy sentient life until wrecked.



Machine Possession/TL

**Regular;
Resisted by IQ**

Like Animate Machine, except that the caster's own spirit animates the machine (which must have IQ 7 or less). This can also be used to possess one's own golems, but *not* those enchanted by others.

The caster can operate the subject machine as if he were at its controls. He has full access to its memory (if any), and may use its skills and abilities as if they were his own. He may also use his own mental abilities, and can cast spells if they require no speech or gestures, or if the machine can speak or gesture appropriately. Use the fatigue equivalents on p. 29 if he wants to draw on the machine's power supply to cast spells.

The caster may use his own sensory apparatus in addition to the machine's; otherwise, he would be severely handicapped when possessing machines that lack integral sensors. Beyond this, he has *no* access to his own physical abilities, and his body lies unconscious during the spell.

Duration: 1 minute.

Cost: 6 to cast; 2 to maintain.

Time to cast: 30 seconds.

Prerequisite: Machine Control, and either Rider Within or Soul Rider.

Item: A pair of identical pieces of jewelry, one silver, one gold. The caster wears the gold one, the machine bears the silver one. The spell may then be cast at any time, regardless of distance. If a Powerstone is included, it is in the gold one. If either item is broken, the other loses its enchantment. Each of the pair must include a synthetic gemstone worth \$200. Usable only by mage. Energy cost to create: 1,500 (for the pair).



Permanent Machine Possession/TL (VH)

Regular; Resisted by IQ

Like Machine Possession, but the caster remains in the subject machine until he chooses to leave or is exorcised by an appropriate spell (Exorcism, Remove Curse, etc.). The caster's body remains in suspended animation (p. M50) while the spell lasts. If the caster's body dies, the spell is broken. Whenever the machine takes damage, the caster must roll on his own body's HT or take the same damage. If the subject machine is destroyed, he must roll vs. HT or die himself!

Duration: Indefinite (could be permanent).

Cost: 30 to cast.

Time to cast: 5 minutes.

Prerequisite: Magery 3, Machine Possession.

Awaken Computer/TL (VH)

Regular

Makes the subject computer sentient. It gains IQ and Will equal to its Complexity+5 (at TL7, a typical microcomputer is Complexity 2, a typical mainframe Complexity 4). Its personality tends to be similar to the caster's (it will have his major mental Disadvantages and Quirks). It obeys the caster's orders faithfully (treat as Reprogrammable Duty, p. C1104), but otherwise has free will.

The computer knows everything in its databases and programs, can control all its peripherals (monitor, modems, etc.) and can access and run programs. It has Language, Computer Programming and Computer Operation skills at IQ or the caster's level, whichever is lower. If the *same* caster later casts this spell on the *same* computer, that computer will retain memories of what happened to it when it was last "awakened."

On a critical failure, the computer is inhabited by a demon that breaks free of the caster's control and acts against him (and possibly all other carbon-based life). In this case, the caster *can* not simply cancel the spell: the animating demon will use its own fatigue (2d+6) to keep the spell going!

Cost: 8 minus computer's Complexity (minimum cost 1). It costs more to awaken a dumb computer than a smart one! Half that to maintain.

Time to cast: 10 seconds.

Prerequisite: Either Animation or Upgrade Computer, and either Wisdom or Program.

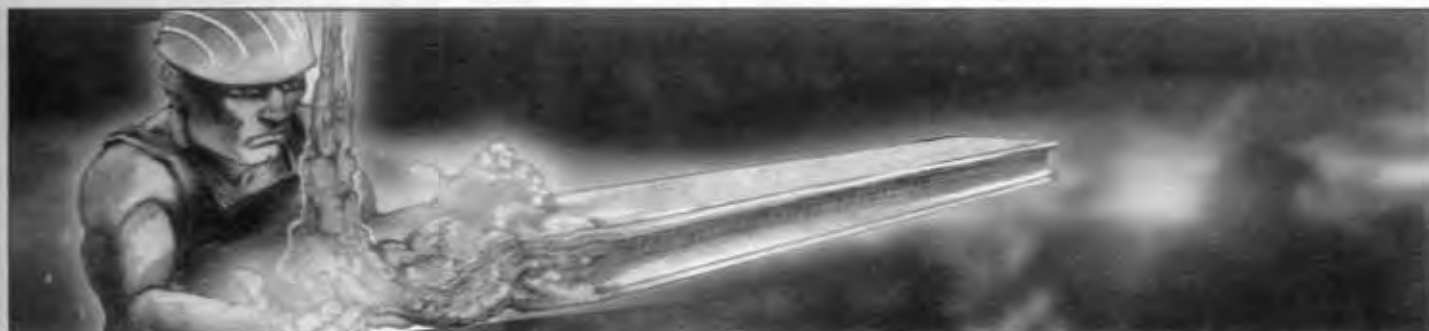
Item: A computer may be permanently awakened for 100 times the casting cost. On a critical failure, the computer is permanently demonic...

Metal/Plastic Spells

The spells in this college use these definitions:

Metal: A "metal" is any conducting material. One "hex" of metal is equivalent to 1 ton; its thickness depends on the metal's density. The composition of magically created or transmuted metal is determined by the GM, *not* the caster. It's typically a cheap, locally available kind; on Earth, this usually means a nickel-iron alloy. If the GM wishes, this may change from casting to casting, and the metal may contain impurities, or be ore rather than pure metal.

Plastic: A "plastic" is any artificial, non-conducting, non-living polymer material. If it isn't air/gas, animal, metal (above), plant/wood (living or dead), stone/earth/ceramic/glass or water/simple liquid, then it's "plastic." No mundane Earthly life is made of plastic, but plastic beings (e.g., golems) can be created, and natural plastic life forms might exist on some worlds.



Seek Metal

Identical to the Seek Earth spell.

Information

Seek Plastic

Tells the caster the direction and approximate distance to the nearest significant quantity of plastic. Use long-distance modifiers (p. M10). A particular type or known quantity of plastic may be excluded if specified before casting.

Cost: 3.

Time to cast: 10 seconds.

Item: Wand, staff or jewelry. Energy cost to create: 60.

Information

Earth to Stone

p. M32

Can change objects of earth or clay into metal for double cost, and objects of stone into metal at regular cost.

Stone to Earth

p. M32

Can change metallic objects into stone for regular cost, and into earth for double cost.

Flesh to Stone

p. M32

The subject can be turned into metal for double cost.

Stone to Flesh

p. M32

A metallic subject costs double to restore.

Earth to Air

p. M32

Costs triple on metal.

Identify Metal

Information

Tells caster what metal he is dealing with. He must touch the metal to identify it.

Cost: 1.

Prerequisite: Seek Metal.

Identify Plastic

Information

Tells caster what plastic he's dealing with. He must touch the plastic to identify it.

Cost: 1.

Prerequisite: Seek Plastic.

Shape Metal Regular; Special Resistance

Lets the caster move solid or liquid metal around and shape it into any form. If the form is stable, it will be permanent. An unstable form lasts only while the spell continues, then breaks and collapses. A successful Engineer roll may be required to create a stable arch, overhang or other structure; a Professional Skill (Machinist) roll is required to fabricate precision metal parts for machinery. Solid metal travels at $\frac{1}{2}$ hex per turn; liquid metal flows at that speed uphill, but moves at speed 4 on level ground and at up to speed 10 downhill.

A magic item resists this spell with its Power (p. M17). An AI, robot, intelligent weapon, etc., resists with its IQ.

Duration: 1 minute.

Cost: 6 per hex of metal shaped (4 for soft metals, like lead, gold or magnesium); half to maintain. To affect metallic objects, the spell must be powerful enough to shape the whole object. Treat 1 hex as 85 cubic feet for this purpose: a typical auto body would be about 3 hexes, while a tank would be at least 15.

Prerequisite: Magery, and either Shape Stone or six Technological spells.

Shape Plastic Regular; Special Resistance

As Shape Metal, but affects "plastic." Material moved this way travels at $\frac{1}{2}$ hex per turn, or faster if ductile or liquid.

Duration: 1 minute.

Cost: 6 per hex of plastic shaped; half to maintain.

Prerequisite: Magery, and either Shape Plants or six Technological spells.

Metal Vision

Regular

Lets the subject see through metal to whatever lies beyond; past the door, inside the safe or tank, etc. Certain metals impede (lead) or flatly block (depleted necronium) vision. Also a Knowledge spell.

Duration: 30 seconds.

Cost: 2 per 5 hexes of depth (maximum 25 hexes) to cast; same to maintain. Count each $\frac{1}{4}$ inch of lead as a hex!

Prerequisite: Shape Metal.

Item: Any. Works for wearer only. Energy cost to create: 800.

Plastic Vision

Regular

Lets the subject see through plastic. Also a Knowledge spell.

Duration: 30 seconds.

Cost: 2 per 5 hexes of depth (maximum 25 hexes) to cast; same to maintain.

Prerequisite: Shape Plastic.

Item: Any; wearer only. Energy cost to create: 800.

Body of Metal (VH) Regular; Resisted by HT

Turns the subject into an animated metal statue. Clothes (up to 6 lbs.) are also transformed, but temporarily lose any magic powers they might have had. The subject does not need to breathe, but may still speak, cast spells, etc. His Speed becomes 3, he gains PD 4 and DR equal to TL/2 (PD 0, DR 1 vs. electricity), and his fists, feet, teeth, claws, etc., do +2 damage. He takes only half damage from Fire and Water combat spells, and none from Air spells (except Lightning). Shape Metal will not reshape him, but will lower his Move and Dodge by 1 per 6 points of energy in the spell.

Duration: 1 minute. Ends if the subject loses consciousness.

Cost: 12 to cast; 6 to maintain.

Time to cast: 5 seconds.

Prerequisite: Magery 2, Shape Metal.

Item: Staff, wand or jewelry. Wearer only. Energy cost to create: 3,000.

Radiation Spells

In this setting, Radiation spells form a sub-college of both the Necromantic and Technological colleges, and can count as prerequisites in either. Radiation intensity is measured in rads. For radiation rules, see *Mana-Active Radiation* (pp. 44-46).

See Radiation

Regular

Lets the subject see all radioactive items in his field of vision. Objects glow in proportion to their activity. Items hidden under clothes, behind walls, etc., will give off a glow depending on amount of radiation getting through the shielding. Spells like Radiation Jet also become visible.

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Item: Staff, wand or jewelry. Energy cost to create: 400.

Seek Radiation

Information

Tells the caster the direction and approximate distance to the nearest source of hard radiation of any sort. Use long-distance modifiers (p. M10). The caster can specify a particular sort of radiation (alpha, gamma, etc.) or exclude known sources before casting.

Cost: 3.

Time to cast: 10 seconds.

Prerequisite: See Radiation.

Item: A wand which points in the direction sought and clicks or pings in proportion to the strength of source found. Energy cost to create: 60.

Irradiate

Area

Makes an area radioactive.

Duration: 1 hour.

Base Cost: 1 per 10 rads/hour; half to maintain.

Prerequisite: Create Earth, Create Fire.

Item: Staff, wand or jewelry. Energy cost to create: 300.

Extinguish Radiation (VH)

Regular

Removes harmful radioactivity from an area.

Duration: Permanent.

Cost: 1 per 10 rads/hour, per hex.

Prerequisite: Magery 2, Earth to Air, Extinguish Fire, Irradiate.

Item: Staff, wand or jewelry. Energy cost to create: 1,500.

Resist Radiation

Regular

The subject and anything he carries becomes resistant to radiation, expressed in terms of Protection Factor (see p. 44). Also a Protection and Warning spell.

Duration: 1 minute.

Cost: 1 for PF 10, 2 for PF 100, 3 for PF 1,000. Half to maintain.

Prerequisite: At least 3 Radiation spells.

Water Spells

Elemental Plumbing

Regular;

Resisted by higher of ST or IQ

Binds an existing water elemental into a sink, shower, water closet, fountain, etc. It will provide fresh, pure water and regulate its temperature from hot to freezing via spoken commands. The elemental loses 1 ST for every gallon of water lost (e.g., boiled, splashed out, etc.) as opposed to recirculated down the drain. It will recover 1 ST every 10 minutes while not in use.

Item: (a) Any. Affects wearer only. Energy cost to create: 1,000.
(b) Wand, staff or jewelry. Energy cost to create: 1,500.

Cure Radiation (VH)

Regular

Heals the subject of radiation damage. Reduces the accumulated radiation dose in the subject's body, including the 10 percent "permanent" retained dose. It does not heal lost HT or other injury.

Duration: Permanent.

Cost: 1 per 10 rads removed from the subject (minimum cost 5).

Time to cast: 30 seconds.

Prerequisite: Major Healing, Resist Radiation.

Item: Wand or staff. Must touch. Usable only by mage or non-mage with Physician-20+. Energy cost to create: 1,500.

Radiation Jet

Regular

Lets the caster emit an invisible radiation beam from his finger. Roll vs. DX-4 or Magic Jet skill to hit. The target may not parry, but may dodge or block (although ordinary shields won't offer any protection!). The spell also fogs photographic films, scrambles electronics and so on.

Duration: 1 second.

Cost: 1 to 3; same to maintain. Inflicts 10 rads per energy point on a human-sized target. Range in yards equals cost.

Prerequisite: Irradiate, and either Resist Radiation or Steal Health.

Item: Wand or staff. Mage only. The jet issues from the item's tip. Energy cost to create: 600.

Breathe Radiation (VH)

Regular

As Radiation Jet, but issues from the caster's mouth, and cannot be maintained. Roll vs. DX-2 or Magic Breath skill to hit. This is an attack, and the caster must face his target. No hand gestures are required to cast this spell; face, lip and tongue motions are made instead. Thus, it can be cast "no hands" at any skill level.

Duration: 1 second.

Cost: 1 to 4. Cannot be maintained.

Time to Cast: 2 seconds.

Prerequisite: Magery 2, Radiation Jet.

Item: Jewelry. Mage only. Energy cost to create: 1,200.

Particle Beam (VH)

Missile

Lets the caster create a beam of electrons or neutrons and accelerate it toward a target at relativistic speeds. It has SS 13, Acc 3, $\frac{1}{2}$ D 250, Max 500. Use Spell Throwing (Lightning) to hit.

Cost: 5 to 15. Beam inflicts 5d impaling damage and 10 rads per 5 energy points used.

Time to cast: 1 second per 5 energy used.

Prerequisite: Magery 2, Lightning, Radiation Jet.

Item: Staff or wand. Mage only. Beam issues from the tip. Energy cost to create: 3,000.

3. HIGH-TECH ENCHANTMENT



Downtown Baghdad sparkled prettily as the two F-119 Nightwraith stealth fighters sped through the sky. So far, they hadn't been detected: Nightwraiths were invisible to radar and the naked eye, and damn hard to spot on infrared. Theoretically, anyway. But with this many shells and SAMs airborne, some were bound to get lucky...

"Medea, this is Gandalf. Incoming SAM, 3 o'clock."

Lieutenant Maria Zardos — Medea — didn't need her wingman's telepathic warning. The Danger Sense spell she was running had alerted her, enabling her to spot the rocket's flare with her Hawk Vision. She'd already cast Spell Targeting on the targeting system, so it was just a matter of lasing the missile.

"Roger, Gandalf, I have radar and spell lock on the SAM. Casting Detect Magic — no countermeasures. Probably just IR."

"Zap it," Captain Rogers — Gandalf — ordered.

Concentrating on the image in the targeting display, Maria drew energy from the Powerstone in her joystick, felt the data from the enchanted targeting radar merge with the muttered spell: Machine Control. Within moments, she was inside the SAM's idiot brain. It began to turn around, obedient to her will, heading back the way it came. One less SAM site to fire at the F-111 Aardvarks that would be following up their strike.

"Primary target coming up," Gandalf told her. "Arm weapons."

"Got it, Gandalf." The target loomed in her helmet's Infravision. She switched the Nightwraith to entity control. As the F-119's spirit took over and began to fly the plane, Maria cast an Awaken spell on the 2,000-lb. RGB in her bomb bay. "Wakey, wakey, little rat." The tiny rodent sealed within the bomb awoke, and Maria possessed its mind and opened the bomb-bay doors.

"Rat 3, Rat 3!" The one-ton Rodent-Guided Bomb fell away from the F-119. Maria could see the target building through the transparent nose of the bomb, the rat's vision augmented by the spells built into the enchanted glasses it was wearing. Meanwhile, under its own control, Maria's F-119 had turned away and was already headed for home.

Maria's focus was on the target. Saddam's largest necromantic weapons plant grew in her vision, the small, black hole of a ventilation shaft just visible on its east side. A puppet to her will, the possessed kamikaze rodent steered the bomb with its tiny joystick, aiming for the ventilation shaft. The building bulked large in the rodent's vision.

One, two, three...

She pulled out of the link, returning to the cockpit. Five miles to her north, the plant exploded in a double-flash of flame as 4,000 pounds of high explosive detonated inside. Two rodents died. So, Maria imagined, did a lot of people.

"Mission accomplished, Medea," came Gandalf's thought. "Let's go home."

It was the first night of the Gulf War.

ENCHANTMENT COST

How much do magic items sell for? The table on p. M20 accounts for neither the Draw Power spell (p. 32) nor changes in starting wealth from \$1,000 (medieval) to \$15,000 (present day), so new standards are required.

Manufacturing Cost: For enchantments requiring up to 165 energy, the "quick and dirty" technique is cheapest; see the table below for costs. Above 165 energy, industrial enchantment is more economical, costing $(\$50 \times \text{energy})$. If no one has set up a production line (or if enchanting people, buildings, etc.), "slow and sure" enchantment is economical for items over 215 energy, and costs $(\$375 \times \text{energy})$.

Materials Cost: The costs above exclude any special materials (e.g., "a \$100 ruby") required. Add these costs directly to the manufacturing cost.

Wholesale & Retail Prices: The costs above cover the expense of hiring a circle of mages or operating an enchantment factory to manufacture the item. Large wholesale or direct procurement orders are usually 1.5 times that cost; retail prices are typically 2 times the manufacturing cost.

Quick and Dirty Enchantment Costs

Energy	Cost
Up to 128	$\$15 \times \text{Energy}$
130	\$1,922
135	\$1,967
140	\$2,073
145	\$2,341
150	\$2,828
155	\$3,641
160	\$5,616
165	\$6,194*
170	\$9,795
175	\$10,733
180	\$16,740
185	\$18,165
190	\$27,960
195	\$30,060
200	\$44,040
205	\$46,965
210	\$68,340
215	\$72,390**

Energy is the energy cost to create the item. Cost is the bare minimum cost of labor to manufacture it.

* Beyond this, industrial enchantment is cheaper, if available.

** After this, slow and sure enchantment is cheaper if no industrial enchantment is available.

Across Trinity's Shadow, over a million mages work as enchanters, manufacturing magic items. They use three different methods: "quick and dirty," "slow and sure," and industrial.

"Quick and dirty" enchantment is most economical for items requiring up to 165 energy. Industrial enchantment is used for higher-energy enchantments if someone has set up a production line to produce that particular item; if not, then the "slow and sure" method is cost-effective above 215 energy.

For "quick and dirty" and "slow and sure" enchantment rules, see pp. M18-19, although the economics of medieval enchantment (p. M20) are superseded by the *Enchantment Cost* sidebar. For industrial enchantment, see below.

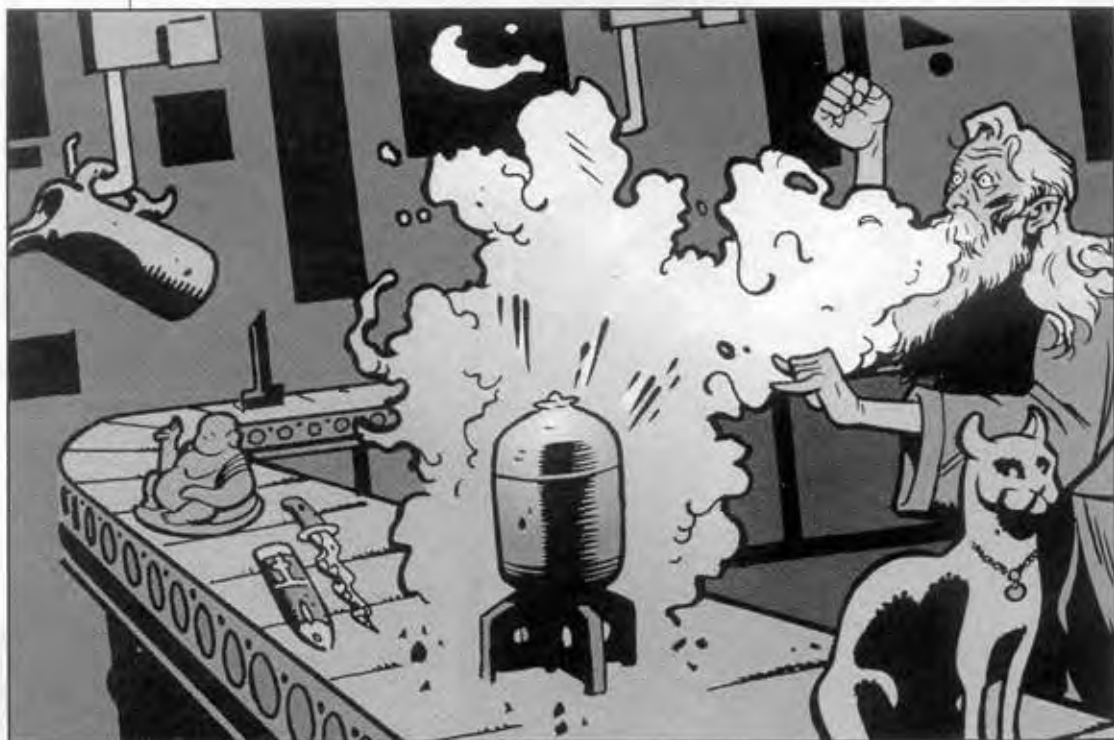
Form and Magic Items: GMs should not feel bound by the suggested form (jewelry, etc.) of magic items. As p. M17 indicates, this is *optional*. In fact, the GM should encourage variant forms that fit the modern world. For example, while the item entry for Night Vision suggests "Staff, wand, or jewelry," a modern mage might enchant sunglasses, a helmet visor, a telescopic scope or a helmet head-up display (HUD).

Industrial Enchantment

Industrial enchantment is high-tech enchantment rooted in the mass-production paradigms of the Industrial Revolution. Instead of the "craft shop" approach, a factory production line is constructed to manufacture a specific item and nothing else.

The hardware in a magical production line is a set of specialized technomagical "machine tools" used by wizards to make one item. Some resemble slightly modified versions of factory machines, others things from a mad scientist's laboratory.

Items travel on conveyor belts from one white-coated mage to the next, each performing a single process that is only one fraction of the total spell. They are gestured over, irradiated with oz-particle beams, doped or sprayed with alchemical or necronium (p. 44) aerosols, baked in elemental furnaces, inscribed with incantations carried on modulated laser or microwave beams . . . the rhythm and operation of the production line *is* the spell: its precise, perfectly timed processes a potent ritual as intricate and complex as any shaman's dance.



Creating a Production Line

Creating a magic-item production line is a specialized, TL7 use of the Enchant spell and whatever spells are needed to make the item in question. It is only economical for items needing over 165 energy; otherwise, "quick and dirty" enchantment is used.

Each production line must be devoted to a specific item. Its *exact* capabilities must be spelled out. For example, a line may be devoted to placing the Clean and Fortify +1 enchantments on a two-hex glass plate. Next, decide how many wizards can use the production line simultaneously; e.g., "a 30-mage production line." A line must be designed for at least four and no more than 400 mages. (Large factories use multiple lines.) The plant must then be enchanted using the "slow and sure" method. Use the *lower* of the wizards' skill in Enchant and the other spells on the item produced.

The production line is a magic item whose Power governs the Power of items it can produce. Energy cost to create a production line is 10 times that to enchant whatever item it makes, multiplied by the square root of the number of mages who can work there. If an enchantment has a variable cost, base the cost on the specific item the line produces.

Example: A 25-mage production line makes four-man flying carpets. Cost to enchant it would be 2,400 (cost to enchant a four-man carpet) \times 10 \times 5 (square root of 25) = 120,000. Wizards work for \$375/day, so a company that used its staff wizards to build this plant would pay \$45,000,000.

A production line usually occupies one hex of floor space per mage who works there. If it's for an object whose *volume* (not area) exceeds 1 hex, multiply floor space by the square root of hex size *or* make the total production line floor space twice the size of the object, whichever is larger.

Operating a Production Line

The procedure for industrial enchantment is functionally identical to "slow and sure" enchantment (p. M19) in most respects, but *dramatically* faster. Time required is one day per 10 energy points, divided by the number of mages on the production line (up to line capacity). E.g., a flying carpet that required 2,400 energy would be completed in 240 mage-days; an 80-mage line could turn one out every three days.

The second difference is that skill rolls for success and the Power of items made are governed by the Power of the *production line*, not a caster. All mages on the line are "assistants"; as usual, they require skill 15+ in the Enchant spell and the spell being enchanted. An item's Power *can* be raised over the line's Power through the "energy for skill" method (p. M15).

Operating expenses (materials, power consumption, maintenance, administrative costs) needed to keep a production line running are \$125/day times floor size in hexes. This is whether or not it's running at full capacity. Enchanter salaries average \$375 per mage-day.

To find *manufacturing cost*, determine how long it takes to make the item ($\frac{1}{2}$ energy cost, divided by number of mages) and multiply by the expenses.

Example: A Hide Thoughts item (400 energy) is made on a 20-mage production line. The mages would complete the item in $(400/10)/20 = 2$ days. Salaries are $\$375 \times 2 \text{ days} \times 20 \text{ mages} = \$15,000$. A production line designed for 20 mages requires 20 hexes; to keep it running costs $\$125 \text{ (base cost)} \times 20 \text{ (hexes)} \times 2 \text{ (days)} = \$5,000$. The total cost of each item is thus $\$15,000 + \$5,000 = \$20,000$.

As most production line sizes equal the number of mages working at the plant, the cost of manufacturing a magic item – *if the line is running at full capacity* – simplifies to: **\$50 per energy point.**

A few items have unique material costs; e.g., "a \$1,000 ruby." Add these directly to the manufacturing cost. These materials may be consumed during manufacture instead of being built into the item. Such costs aren't adjusted upward for inflation; most are jewelry, and synthetic gems are cheap!

QUICK AND DIRTY ENCHANTMENT FORMULA

These sidebars show how the quick and dirty enchantment costs on p. 40 were derived. First, we made these assumptions:

1. Enchanters spend an average of 10 energy each (ST only) per quick and dirty casting.

2. Professional enchanters know the Draw Power spell (p. 32). Assuming Magery 2 (required for the Enchant spell) and HT 10, this gives: $[1/4 \times 10 \text{ (HT)} \times 4 \text{ (Magery squared)} \times (50/18)] = 27$ energy. This requires one 10-MW power source per wizard. If using a NEMA power line (p. 43) rather than a conventional source, this is doubled to 54 energy per wizard.

3. When Powerstones are used, the cost of one point of energy is $\frac{1}{500}$ the stone's cost. Stone costs are found by taking the prices on p. M22 and multiplying by 15 (the ratio of modern to medieval wages).

4. It's rare to find modern enchanters with skill 20+ who are willing to make the cheap magic items that are the staple of quick and dirty enchantment. Most mages that skilled take more lucrative and interesting jobs. Skill 16 or 17 for the lead enchanter is more likely. Due to the -1/mage skill penalty, quick and dirty enchantments are routinely performed by *two* wizards. More than that and skill would drop below 15, especially with the extra -1 penalty for maintaining Draw Power.

5. The medieval "cost per point of energy" of \$1 is inflated to \$15.

6. Most items are made at Power 15.

As a consequence of assumptions 1, 2 and 4, two average technomages can call upon a total of $[10 \text{ (ST)} + 54 \text{ (Draw Power)}] \times 2 \text{ (mages)} = 128$ energy without using any Powerstones.

Now, how does this affect cost?

Continued on next page...

QUICK AND DIRTY ENCHANTMENT FORMULA (CONTINUED)

Two mages can provide up to 128 energy, through a combination of their own ST and Draw Power, at a base cost of \$15/point (assumption 5).

What about power bills? The *most* electrical energy the mages can draw while enchanting is 20 MWs, or 5.55 kWh. They will then recover their ST by casting Steal Power (assume skill 15) on rechargeable batteries. Since $0.1 \text{ kWh} = 1 \text{ fatigue}$ and Steal Power's efficiency is (skill level)%, their battery charger will require another $[2 (\text{mages}) \times 10 (\text{ST}) \times 0.1] / 0.15 = 13.3 \text{ kWh}$. At a reasonable commercial rate of \$0.07/kWh, the power bill adds an extra \$1.32 per enchantment – negligible, really.

A 128-point enchantment thus costs $\$15 \times 128 = \$1,920$. If the mages want to enchant something that requires *more* than 128 energy, they'll need Powerstones. The cost of this is given by assumption 3. Calculate cost as follows if more than 128 energy is required:

(a) Subtract 128 from the energy cost, then divide by 2 (for two wizards) to find the minimum stone size each must use.

(b) Look up the stone size in the Size column of the table on p. M22. Take that size's Cost to make and multiply by 0.015 (that is, divide by 1,000 for the cost of the energy, then multiply by 15 for inflation). This gives the cost per energy point required.

(c) Multiply this cost per energy point by the points of Powerstone energy required (i.e., the enchantment's energy cost minus 128).

(d) Add this result to the \$1,920 paid for the enchanters' own energy. This is final cost to make the item.

A suggested *retail price* for magic items is *twice* manufacturing cost. This allows for distributor and retailer mark ups, shipping, taxes, paying off the loans used to establish the plant, or (after those are paid off) making a good profit to keep owner, stockholders and investors happy.

A *procurement price* of 1.5 times manufacturing cost is reasonable for large orders (100+ items) placed directly with the manufacturer.

The GM should feel free to modify all prices. Strikes and labor shortages can increase expenses; if product doesn't sell, it may be dumped at lower prices. For simplicity, we won't worry about how the prices may drop as the plant's financing is gradually paid off, the effects of competition, moving U.S. plants to Mexico for lower wages, etc. GMs who want to run a campaign centered around the ownership and operation of an enchantment company should feel free to add such details!

Is Everything Mass-Produced?

If characters wish to purchase a particular magic item at industrial enchantment prices, the GM should decide if anyone has set up a production line to make it. As a production line can cost millions and take years to build, many items just won't sell enough to justify opening one. Take a Fireball wand: it's flashy, but a modern automatic pistol has it beat for firepower and only a mage can use it. Items are likely to be mass-produced if at least one of the following applies:

1. It does the same thing as a mundane device, but is cheaper.
2. It improves upon mundane technology in a cost-effective way. Flying carpets are slower than helicopters, lift less and cost the same – but they require neither fuel nor maintenance, are silent and can be rolled up and stored.
3. It provides a substantial labor saving, paying for itself in time or money. Pots enchanted with the Cook spell are ultimately cheaper than a hired cook or daily restaurant visits.
4. It does something valuable that mundane technology can't duplicate. If that's important enough to a customer, cost may not matter. Customers happily pay \$150,000 each for Teleport Other wands; the United States Air Force is happy to spend *millions* on Invisibility spells for stealth fighters!

Radiation and Necrotechnology

Nuclear power, radiation and necromantic magic are intertwined; necrotechnology attempts to utilize this.

Nuclear Reactors and Magic

Prototype nuclear reactors worked before the Trinity Event, so scientists felt confident in continuing with their development and installation afterward. Research reactors were of great scientific interest, and the study of controlled nuclear reactions was deemed vitally important for finding out what went wrong in the Hellstorm. The military wanted nuclear power for ships, submarines and perhaps air or spacecraft, while civilians liked the promise of electrical power "too cheap to meter."

Unfortunately, the energy inside operating nuclear reactors created localized weak points in reality that grew stronger over time. A series of bizarre occurrences at nuclear power plants culminated in the Nevada Test Area and Idaho Falls incidents in the mid-1950s: accidental, spontaneous demon summonings ("hellgate events"). Similar problems took place around the world, including a terrible disaster in the Russian Urals in 1957. By 1960 most plants had been shut down.

Despite the demonization of nuclear power, limited research continued. In the mid-1970s, understanding of the nature of oz-particle interactions led to a realization that nuclear reactors could be useful for enchantment and applied thaumatological research, and suggested new safety systems.

Modern nuclear reactors use Pentagram protection to contain spontaneous entity manifestations, producing heat which is used to provide electrical power. Many are "breeder" reactors that transmute common uranium fuel (U-235) into the highly mana-active element known as necronium (p. 44) during normal operation.

NEMA Reactors

Necronium is used in nuclear-enhanced mana area (NEMA) reactors, which create very high-mana areas in their cores. The core is too "hot" to safely work in, but the high-energy oz particles produced can be transmitted without appreciable loss along Ectite™-shielded "mana-transmission" power cables. Bundled with conventional industrial power lines, these ectoplasmic cables (p. 47) run across country, carrying mana-enhanced power into neighborhoods zoned for enchantment.

A wizard using the Draw Power spell (p. 32) on a NEMA reactor or a power outlet connected to one taps both oz particles and electricity, doubling the fatigue gained. Industrial enchantment production lines also use these sources to operate their technomagical machinery; without them, items would take twice as long to produce and cost twice as much. Today, NEMA reactors and mana-transmission lines serve many major technomagical centers, and have been credited with making low-energy consumer magic items affordable.

Not everyone is happy, though. While Pentagrams protect reactor cores, a conventional reactor accident can still occur, releasing radiation. Sometimes, a conventional accident can damage the Pentagram protection, causing a hellgate event. Since the 1980s, there have been several minor accidents (e.g., Three Mile Island, where a steam explosion damaged the Pentagram) and one major disaster (Chernobyl, 1986). Problems relating to mana-active waste disposal (p. 44) have contributed to popular nervousness; anti-nuclear activists call for the banning of all NEMA reactors and a return to "natural" enchantment. A strong "not in my backyard" movement has slowed new NEMA construction.

Enchanted Radio-Thermal Generators (ERTGs)

ERTGs generate electricity using the heat produced by the decay of radioactive necronium. They dispense with hundreds of pounds of shielding by using Resist Radiation (PF 1,000) and Power (3 points) enchantments. Even so, anyone carrying one receives 0.1 rad/hour. A backpack ERTG produces 36 kW of mana-enriched power (0.2 fatigue/second, or 12 per minute), weighs 61 lbs, and costs \$218,000. If using *GURPS Vehicles*, treat it as a TL11 RTG, with 10x cost and additional enchantment costs.

Nuclear Weapons

The Antarctica Event (p. 7) convinced most people that nuclear fission and fission-fusion bombs were impractical. With no "live" testing, nuclear weapons design remains fairly primitive. Although many theoretical designs exist, no one has ever built a hydrogen bomb, nor has much research been done on making small nukes. One fortunate spin-off of this is that a nation or terrorist group inclined toward Armageddon would have a very hard time assembling a nuclear device, especially a small one.

The Soviet Union and the United States did maintain a small number of multi-kiloton atomic bombs in extremely secure storage facilities as "doomsday" weapons through the height of the Cold War. In 1977, by mutual agreement, these were dismantled. The world's rejoicing was muted, because only one year before, the first necronium bombs (p. 46) had entered arsenals.

SOME COMMON ENCHANTMENTS

Accuracy or Precision (+1)	
bullet, cannon shell	\$375.
gun, knife, etc.	\$12,500.
Aura	\$1,500.
Awaken Computer	
PC (Complexity 2)	\$30,000.
Cook:	\$450 (1 meal), \$900 (2 meals).
Deflect	
helmet:	\$300 (+1), \$1,500 (+2).
vest:	\$600 (+1), \$10,000 (+2).
Draw Power	\$65,000.
Flying Carpet	
first hex	\$60,000.
each added hex	\$20,000.
Fortify	
helmet	\$150 (+1), \$600 (+2).
vest	\$300 (+1), \$1,200 (+2).
Hawk Vision	\$20,000.
Hide Thoughts	\$20,000.
Infravision	\$1,500.
Lighten (-25%)	
body armor torso	\$600.
Missile Shield	\$20,000.
Odor	\$600.
Power or Speed	\$25,000 (1), \$50,000 (2).
Purify Water	\$750.
Sense Life	\$1,200.
Teleport Other	\$150,000.

All prices are manufacturing costs.

Powerstones: For Powerstone manufacture and retail costs, multiply the prices on p. M22 by 15.



MANA-ACTIVE WASTE

Nuclear and NEMA reactors produce radioactive and mana-active waste products, as do some industrial enchantment plants – especially those that produce necrotechnology. Ignorance, carelessness or criminality can result in waste dumps being sited too close to populated areas, or containers being improperly sealed.

Thaumaturgists were initially unaware that nuclear waste was a mana-active hazard as well as radioactive one; in fact, these properties were not fully appreciated until the mid-1970s. As a result, previously buried waste (some dating back to experiments in the 1950s) lacked the Pentagram seals now required by law. Since records have been lost, not all of these old waste dumps have been located; some may even have been built on by developers! Even now, dishonest production and waste-management companies exist that cut corners by using improper shielding and inadequate or non-existent wards, and some simply dump the material in out-of-the-way places.

The insidious long-term effects of mana-active waste are only now being understood. Unwarded sites with large concentrations of waste tend to become high-mana areas after a decade or so, and their mana is often strongly death-aspected (p. M94). Individuals living near them can be exposed through contaminated drinking water, crops, meat and dairy products. Ingestion of mana-active mutagens can deliver a cumulative dose of a few rads per year, leading to radiation sickness and genetic damage – the latter resulting in changeling births and magical birth defects.

Animals that live in mana-active waste dumps are often bizarrely mutated. The death-aspected mana also attracts criminal necromancers and undead. Some high-mana waste dumps are even inhabited by mundane human squatters – often homeless teens – who don't know or care about the dangers; they just like to hang out in a place where mundanes can cast spells.

Necronium

Necronium is a magical, radioactive metal, produced artificially using nuclear breeder reactors. It is a controlled substance, legally available only to licensed labs and companies. It has several uses besides fuelling NEMA reactors:

Necronium-Oxide Film: Necronium oxides can be used to manufacture film that can capture the image of entities that possess Invisibility to Machines. Necrotech Corporation (p. 116) developed this film for use in unmanned surveillance satellites and in security cameras. It was declassified in 1991 to allow civilian use (e.g., vampire hunting). It is available for cameras at 20 times the cost of normal film. Note that entities captured on necronium oxide film remain visible if the images are transferred to normal videotape, digital media, etc.

Necronium Dust: This is both toxic and radioactive. It can be placed in chemical warheads for bombs, missiles, etc. It was allegedly used by the United States in Vietnam and by Iraq against both the Iranians (in the Iran-Iraq War) and the Kurds. Black market price of one dose of necronium dust is \$100 (and 20 years to life. . .).

Mana-Active Radiation

Nuclear radiation is insidious; it is odorless, invisible and silent. Realistic radiation rules are found on pp. C1145-148 and G102-104. Since the second Hellstorm extended a normal-mana area over the planet, though, radiation has often produced *necromantic* effects . . . so the rules are a bit different.

Protection Factor

Every material has a Protection Factor (PF) which determines how much radiation it will stop. A PF of 100 means that the material lets only 1/100 of the radiation through, for example. An inch and a half of steel, 1/2" of lead or 750 yards of air has PF 2; a yard of water has PF 8; a yard of earth has PF 27; a yard of concrete has PF 64, and a yard of steel has PF 17,000,000.

Radiation Exposure

Radiation dosage in *GURPS* is measured in rads. Exposure to "hot" (radioactive) environments is measured in rads per unit of time, while blasts of radiation (from bombs, beams, etc.) deliver an instant dose of a certain number of rads. Some examples:

NEMA reactor room, reactor in operation	400 rads/hour*
Fallout on ground after necronium bomb detonation:	
one day after	7 rads/hour
five hours after	36 rads/hour
one hour after	5 rads/minute
Leaking canister of necronium waste	1-10 rads/hour
Contaminated area near waste dump	10 rads/year
Atomic lich (one-yard radius)	1 rad/second
One gram of ingested necronium	1 rad/minute
Necronium dust contact	2 rads/day
if breathed in	1 rad/hour
Solar flare, in space, at Earth's distance	15 rads/minute
Soil of the Chernobyl exclusion zone	1 rad/week
Downwind during the manafall	uncertain

* Close enough to perform reactor core repairs or emergency manual shut-downs, or to be within its very high-mana area.

Effects of Mana-Active Radiation

The more rads received, the more likely an ill effect. The GM should keep track of each character's radiation exposure, noting each dose (add cumulative exposures

from the same source together) and the date received. Each radiation dose heals separately from all others received. After a month, it starts to heal at the rate of 10 rads per day; however, 10 percent of the original radiation dose will *never* heal.

Example: A technician spends 30 minutes repairing a damaged NEMA reactor core and accumulates a 200-rad dose. After 30 days, that particular dose starts to heal. After another 18 days, it stops healing, leaving it at a permanent 20-rad level.

A HT roll is required each time a character accumulates a substantial dose (HT or more rads from a single source), and on any day when he accumulates rads in a "hot" environment. If dosage is under 1 rad/day, roll each time he accumulates 1 rad; e.g., once per week in the Chernobyl exclusion zone. Apply the HT modifier shown on the *Radiation Effects Table* (below) for his current *total accumulated dose*, then roll vs. HT. Index the degree of success or failure against accumulated dose and apply the results on the table.

RADIATION EFFECTS TABLE

Accumulated Dose	HT Mod.	Critical Success	Success	Failure	Critical Failure
Up to 10 rads	+0	None	None	A (6d)	B
11 to 20 rads	+0	None	A (6d)	B	C
21 to 40 rads	+0	A (5d)	B	C (1 HT)	D
41 to 80 rads	-1	A (5d)	B	(3d) C (2 HT)	D
81 to 160 rads	-2	A (4d)	B	(2d) C (3 HT)	D
161 to 4,000 rads	-5	A (3d)	B	(1d) C (4 HT)	D

Note: At 41+ rads, the HT modifier applies to *all* HT rolls the victim makes for any reason: radiation, disease, spell resistance, etc.

A. Radiation sickness. Victim is at -2 HT for a week. Starting 1d hours after irradiation and lasting one week, he also has Low Pain Threshold (p. B29) and Slow Healing 1 (p. CI104). If he had High Pain Threshold or Rapid Healing, this is nullified for the duration instead. Severe long-term effects are possible – roll the indicated number of dice: if they all come up ones, the victim develops toxic zombie syndrome (p. 56); if they all come up sixes, he develops vampiric leukemia (p. 104).

B. Severe radiation sickness. As A, but within 3d hours the victim *also* suffers nausea and vomiting lasting one to two days, and the loss of 1d ST, DX and IQ. Afterward, roll vs. HT daily. A critical success restores 2 points of ST, DX and IQ; a success restores 1 point of each; a failure has no effect, and a critical failure means a relapse that costs 1 point of each. As long as ST, DX or IQ is depressed, the victim suffers from Hemophilia (p. B28) and Nightmares (p. CI92); the latter represents demonic or necrotic dreams. If a number of dice is indicated, this represents an increased chance of TJS or vampiric leukemia, as per A.

C. Mana-active necrotism. As B, and within one to three weeks, the victim also suffers *permanent* loss of the indicated HT and all body hair. He then starts to lose 1 hit point (not HT) per day. Roll vs. HT daily. On a critical success, the losses stop, the victim can heal normally and his hair will grow back. Until then, the victim suffers from nausea, vomiting, diarrhea, fever and prostration. Roll vs. HT hourly whenever the victim tries to do anything but rest quietly; failure means he's incapacitated for 1d hours. If hit points fall below 4, Appearance declines by one level. If death occurs, roll vs. (pre-sickness) Will-3. On a success, he rises as a toxic zombie; on a critical success, as a vampire.

D. Terminal mana-active necrotism. As C, but hair and HT loss begin within 1d days, and no HT roll is allowed to stop the effects: 1 hit point is inexorably lost each day until death.

Other Effects: Doses over 200 rads causes sterility; those over 500 rads cause blindness.

MANA-DISRUPTORS

A mana-disruptor is a low-energy particle accelerator that directs a beam of oz particles onto a necronium buffer, which absorbs them and in doing so generates a jet of magic-disrupting *anti-oz* particles ("ozma radiation"). A portable "man-pack mana-disruptor" is a heavy weapon energized by an ERTG backpack. It weighs 6 lbs. (plus a 61 lb. backpack) and costs \$10,000 (plus backpack). It inflicts 1d impaling damage (see below), and has SS 12, Acc 10, ½D 130, Max 260, RoF 1 and unlimited shots.

Mana-disruptors affect magical creatures, mages and magic. Physical damage is suffered only by beings with Dependency (Mana) and those who are created or summoned by magic (zombies, golems, etc.); it ignores DR. If a mage or other spell-user is hit, he must roll vs. the *lower* of IQ-3 or ST-3 or lose the ability to cast spells (even innate spells and Knacks) for one hour per point failed by. All spells in the target's hex are attacked with Dispel Magic-15 (p. M62).

Higher-energy mana-disruptors exist. If using *GURPS Vehicles*, design them as particle beams (one TL early), but they must draw power directly from a NEMA or ERTG power source, final weight is multiplied by 20 and final cost is multiplied by 5. The weapon must do at least 1d damage to have any effect; the ST/IQ modifier is -3 *per die* of damage, and the Dispel Magic skill is (14 + dice of damage).



THE NECRONIUM BOMB

A necronium bomb is built much like an old-style atomic (fission) bomb, except that the plutonium or uranium is replaced by a mass of necronium. A typical bomb weighs 512 pounds and costs \$1,000,000. If using *Vehicles*, a necronium warhead is available for guns, bombs or missiles. It must be a "normal" warhead; minimum bore size is 400mm. Cost is \$2,000 times weight.

Unlike an ordinary nuclear weapon, a necronium bomb will not produce a Hellstorm – but neither will it generate a conventional nuclear blast. In fact, it generates *no* concussion or heat, only a burst of (bore size in mm \times 25) rads radiation. Divide this by (distance in yards from center of blast/10) *squared* (minimum 1). The bomb is consumed by the silent detonation, which is marked by a globe of darkness (radius in yards = bore size in mm) that vanishes after a second, leaving a towering, luminous and somewhat skull-shaped cloud of ectoplasm, which itself melts away a few moments later.

Necronium bombs are strategic weapons intended for delivery by teleportation, aircraft or missiles. They are possessed by the United States, the Soviet Union, China and France. India and Pakistan recently tested them. Israel and Argentina have never publicly detonated them, but are believed to possess several dozen untested weapons. The United Kingdom and South Africa have each tested a single bomb, but have renounced both the use and stockpiling of such weapons. Iraq's program to develop necronium bombs was stalled by the Gulf War. Surinam, Libya and North Korea are believed by analysts to be secretly working on these weapons.

Necronium bombs are considered radiological "weapons of mass destruction" (like necronium dust), with the same stigma as chemical and biological weaponry. These weapons maintained a "balance of terror" during the height of the Cold War, and their continuing proliferation gives many people nightmares.

Doses over 4,000 rads cause accelerated necrotism, cerebrovascular death and, occasionally, demonic subsumption. The victim suffers nausea, fever and blindness, and is at -4 DX and -2 ST. Each hour, roll vs. Will. On a critical success, he loses 1 hit point. On a success, he loses 1 hit point and 1 IQ. On a failure, he loses 2 hit points and 2 IQ. On a critical failure, his body goes into pyritic convulsions lasting 1d minutes: his skin smokes, his belly heaves and finally, a random demon bursts out of his skin. If the victim is lucky enough to reach 0 HT or IQ before demonic subsumption, he dies; roll as per C to see if he becomes undead.

Mutations: The mutagenic effects of moderate-to-high radiation doses on future offspring are still uncertain. Exposure of even a few rads can sometimes cause subtle chromosome changes that can be passed on to offspring. Since the first two Hellstorms, further nuclear radiation effects have been more malignant than the initial manafalls, producing magical birth defects, fetal vampire syndrome or children born with Magery limited to necromancy (see *One College Only*, p. M104) – sometimes in combination with chimera births, sometimes not.

The Ghost-Dynamic Laser

In 1988, Necrotech developed the *ghost-dynamic laser*, or "necrolaser": a gas-dynamic laser using necronium-backed mirrors and a laser tube containing skull-spirit vapor (necrotic ectoplasm) mixed with more conventional fluorine.

A necrolaser emits a ghostly violet beam that's antithetical to the life force of living things. Living beings struck by the beam feel a cold, shivery touch. A sufficiently powerful necrolaser can cause tissues to wither away. The beam will pass through non-living matter, but cannot penetrate living tissue or necronium alloy.

Due to their use of skull-spirits, necrolasers are controlled items, available only to licensed university or corporate research labs, a few major hospitals, and military and government agencies. They cost 10 times as much as equivalent lasers (100 times on the black market). Minimum cost is \$1,200.

Necrolaser Weapons

At power levels where an ordinary laser would be harmless to flesh, necrolasers are not immediately dangerous to a man-sized being. Prolonged exposure (several minutes) may cause numbness and infection. A necrolaser will not cause blindness, but anyone struck in the eye must make an IQ roll or experience a Death Vision (as per the spell).

At power levels where a normal laser would burn flesh, a necrolaser can cause injury. It does only 1 point of damage per die of damage a normal laser would inflict, but it ignores non-magical PD and DR (with the exception of depleted-necronium armor or ectoweave), as it passes through all non-living tissue. "Natural" armor doesn't protect – it's dead tissue! Necrolaser weapons are still in their infancy, but the U.S. Army has some prototypes:

Manpack Necrolaser: This consists of a necrolaser rifle connected to a backpack battery pack by a heavy cable. Damage is 2 points per shot. It has SS 12, Acc 15, 1/2D 600, Max 1,200, Wt. 10 lbs. (plus a 20-lb. backpack), RoF 1, Shots 5, ST 10, Rel 0, Cost \$120,000. The backpack holds 1,330 kW of energy in rechargeable batteries; each shot uses 266 kW.

Heavier necrolaser weapons are possible. If using *GURPS Vehicles*, build them as TL8 lasers, but *double* the final weight, multiply the final cost by 10 and use a TL7 power supply.

Surgical Necrolasers

A Bane enchantment can "tune" a necrolaser so that its malign energies affect only a narrow class of targets. Aside from creating target-specific weaponry, this has medical applications; for instance, surgical necrolasers have proved quite effective for combatting cancer (which is immune to the Cure Disease spell). A typical surgical necrolaser costs \$50,000, weighs 40 lbs. and must be designed with a specific target in mind. A Diagnosis skill roll is required to determine the problem and select

WALKMAGES AND SPELLSONGS

A "walkmage" is an enchanted player for magical "spellsong" CDs or cassettes. It looks like a Walkman with simple controls (on, off, eject) and a set of specially made headphones.

Spellsongs sound like normal music, but when played in a walkmage, they also send subliminal magical formulae straight into the brain of the headphone wearer. This lets him cast the embedded spell exactly as if he were reading a scroll, except that casting time is 10 times normal and the user need not be a mage. To cast the spell, the listener must hum or sing along with the tune. The spellsong tape or CD is erased by the casting.

To make a spellsong, a mage must start with an existing CD or tape recording appropriate to the spell (GM's option), then enchant subliminal cues into it. Use *lowest* of the caster's skill with the spell being enchanted, the Enchantment spell and the Voices spell. Energy cost to create: 10 times the cost to cast the spell.

High-Tech Alchemy

Alchemy is practiced in everything from mom-and-pop shops to huge pharmaceutical concerns — although the latter are usually more profitable. The major difference is one of scale, with big companies like Hermetech Corporation using multiple vats to make thousands of doses of a particular elixir at once.

Laboratory Equipment

See pp. M98-99 for alchemical equipment. Research or small-business alchemists use a "high-tech lab" (\$20,000, +2 to skill). To safely manufacture industrial quantities of elixir, an alchemist needs an . . .

Industrial Alchemy Lab: A computerized lab equipped with sealed, climate-controlled vats and redundant automated safety systems, enabling a single alchemist to brew batches of up to 1,000 doses at once! Thanks to its safety features, big batches suffer a smaller penalty on both the initial skill roll and any roll made to avert disaster on a critical failure. Instead of the usual modifiers, the penalty to these rolls is -1 if 2-10 doses, -2 if 11-50 doses, -3 if 51-200 doses and -4 if 201-1,000 doses. Requires 1,000 square feet of floor space, costs \$200,000.

Each batch being brewed at once requires its own lab; each lab requires a single alchemist in attendance, although alchemists can work in shifts (see p. M98). Big alchemical plants have several industrial labs.

Economics of Industrial Alchemy

The use of industrial alchemy labs makes mass-produced elixirs considerably cheaper. The average alchemist earns \$250/day, but assume that materials costs are unchanged, as the advances of modern chemistry balance inflation. Instead of using the retail prices in *GURPS Magic*, calculate costs as follows:

Manufacturing Cost Per Batch: (Materials cost \times number of doses in batch) + (\$1,750 \times weeks to make).



RODENT-PILOTED VEHICLES

RPVs are missiles whose guidance system is a rodent (or bat) wearing a G-suit, helmet enchanted with Beast Possession, and goggles enchanted with Keen Eyes and spells like Hawk Vision or Spectrum Vision. Suspended Animation is cast on the rodent during manufacture; the ground crew casts Awaken before the aircraft takes off. The pilot can then possess the rodent, look out through a small window and steer the missile with a tiny joystick. The entire system adds 10 lbs. to missile weight and replaces any existing guidance system.

AVAILABILITY OF ELIXIRS

Elixirs may be *over-the-counter* (non-prescription), *prescription* or *controlled*. On the lists below, an asterisk means the elixir is popular; assume a batch run of 1,000 for price calculations. Others fill niche markets; assume a run of only 100.

Over-the-Counter Elixirs

These elixirs can be legally sold anywhere if basic labeling, health and safety standards are met. "Over-the-counter" medical and cosmetic elixirs are the staple of drug and health stores.

Animal Control: All.

Combat: Endurance, the Huntsman.

Cosmetic: Hair Growth*, Hair Removal*, Sunblock*, Tooth Care*.

Magical Abilities: Fire Resistance, Flight, Luck*, Transformation, True Sight, Water-Breathing, Water-Walking.

Medical: Antidote Elixir*, Birth Control*, Health*, Healing*.

Mental Abilities: Foreknowledge, Memory, Wisdom.

Skills and Physical Abilities: Craftsmanship*, Hearing, Music*, Vision.

Continued on next page...

Elixir of Tooth Care: Subject's teeth become immune to tooth decay for one month after being coated with this unguent. Unguent only; \$20 in materials, ½ week.

Elixir of Weight Loss: Subject gets *dramatically* thinner. He loses one stage of weight over a one-week period, going from Fat to Overweight to average to Skinny. If taken by someone who is already Skinny, he gains the Insubstantial advantage, always on, irreversibly. These effects are lasting; any advantages gained or disadvantages lost must eventually be paid for with points. Potion only; \$1,000 in materials, 12 weeks; -2 to skill.

Medical Elixirs

Elixir of Birth Control: Makes the user infertile for three months. Powder or potion; \$10 in materials; ½ week.

Elixir of Final Rest (Charon): Prevents the subject from becoming a zombie or vampire if slain while under its influence. Lasts one week. Corporeal undead ingesting Charon must roll vs. HT-5 hourly; failure means 1d damage, while success stops further damage. Potion or powder; \$100 in materials, 2 weeks.

Genetic Thaumaturgy

The complexity of gene splicing and expression makes wizardry the preferred tool of genetic engineers. Unfortunately, it's easier to magically manipulate germ plasm than it is to determine what genes to manipulate or what the effects of a specific set of changes will be. The Human Genome Project (which includes gene maps of many chimeras) may answer these questions, but it's still ongoing and may not be finished until c. 2010.



Genetic engineering is well advanced: spells like Manipulate DNA (p. 28) are used, and all TL7 advances in genetics described in *GURPS Bio-Tech* exist: engineered animals, vat-grown bacteria, cloning, etc. A few TL8 advances are in the prototype stage as well. One early success is engineered familiars ("genies"); see *Familiars* (p. 69).

Law, Ethics and Genetic Engineering

Ethical and safety questions have led most nations to pass laws making human genetic engineering and the production of bioweapons illegal. An exception is magical gene therapy aimed at preventing or curing potentially fatal genetic conditions like hemophilia. Of course, laws are one thing; compliance is another. Human and animal engineering enchantments (see *Spellcraft* and *Create Chimera*, p. 20) are likely going on in secret, and a skilled wizard can perform genetic-engineering magic with a few thousand dollars in equipment. The only risk is getting caught, either by a backfire or by the law. Outlaw wizards may find plenty of customers willing to pay them to take the risks!

Wiz Genes

The complex combination of genes associated with magical aptitude in humans was isolated in 1991. Located on chromosome seven, these were immediately dubbed the "wiz genes" after the discovery was announced. The discovery was no surprise: simpler genes had been isolated previously in the *Helsing* bacteria (1985) and in the "mana glands" of magical animals. The wiz genes manufacture a protein, theokinesin, that affects a mage's brain, enabling him to perceive and manipulate significantly lower oz-particle densities than otherwise feasible.

Purified Human Theokinesin Protein

PHTP is a drug refined from theokinesin. Once it enters the bloodstream, it enhances the user's Magery and gives him the illusion of heightened perceptions, although there is no measurable increase in alertness or intelligence. There are two drawbacks: first, the "psychic high" combined with the ability to tap new levels of power is psychologically addictive; second, prolonged use can suppress natural theokinesin production. PHTP is illegal in most nations, including the United States.

PHTP was first refined from theokinesin protein extracted from the brains of mages. One brain could produce about 200 doses. For obvious reasons, PHTP was rare. Limited amounts of PHTP, generally taken from the brains of bodies that had been donated to science, were used in lab experiments. In the late 1990s, the refining process for PHTP became public knowledge and was adopted by drug cartels, who didn't require voluntary donors. The result? A trendy new drug and a surge in mage kidnapping-murders.

The recent isolation of the wiz gene makes PHTP production possible through the genetic engineering of bacteria. The gene for human theokinesin (wiz) is spliced into bacteria and the bacteria reproduce in a vat. When the vat is full, the manufacturer harvests the resulting mana-active biomass for its theokinesin output. This process is being tested by Leviathan Genetics (pp. 114-115), who would like to sell PHTP to clients like the military. How safe huge vats of mana-enhanced bacteria are remains to be seen . . .

PHTP is an addictive stimulant that increases Magery by one level (up to 4) for 24 hours; non-mages gain Magery 1 for the duration. Taken by someone with Magic Resistance, it reduces Magic Resistance by one level instead. After a cumulative (HT) doses are taken with no "cold turkey" period of (days equal to number of doses taken), the user must roll vs. HT. Failure means Magery drops by 1 *permanently*; in the case of non-mages, the drug will no longer affect Magery.

The current street price of human-derived PHTP is \$200/dose; if cartels or engineering companies set up large vat-production lines, prices may drop to \$10-20/dose (or less, if legalized).

AVAILABILITY OF ELIXIRS (CONTINUED)

Prescription Elixirs

Licensed corporations make these for pharmacies to sell to doctors, hospitals and people with doctor's prescriptions. In the United States, this is regulated by federal agencies (pp. 110-112) like the DAEA and PRA. There is a black market for prescription elixirs: +20 percent to +120 percent cost.

Medical: Fertility*, Final Rest, Long Slumber, Regeneration*, Sleep* (except in pastille, smoke or aerosol), Weight Loss*, Youth* (U.S. health regulations forbid doctors to prescribe more doses than the patient's current physiological age minus 25).

Mental Control: Friendship.

Controlled Elixirs

The formulae for these elixirs are generally known, but they're illegal to make or sell without government permission. Legal manufacture and sales are only permitted under contract to a foreign or domestic military/security agency. In the United States, foreign sales must also be approved by the State Department.

Elixirs of Lecherousness, Drunkenness and Love are still extremely common, and are becoming known as "date rape potions." Combat elixirs are popular alternatives to steroids for athletes and street gangs. Due to the quantities that illegal labs are turning out these days, some are as cheap as commercial elixirs!

Combat: Invulnerability, Speed, Stealth, Strength, the Warrior.

Hostile: All; Lecherousness is *.

Medical: Reanimation, Sleep* (in smoke, pastille or aerosol).

Mental Abilities: Charisma.

Mental Control: Drunkenness*, Love*.

The Invisibility, Leadership and Resurrection elixirs are not only controlled but also *secret*: Security Clearance (p. C129) is required to possess them or their formulae.

4. NONHUMAN RACES

Mirage could have had star billing in any of the clubs Elrond Carver owned, but the dancer's lithe body wasn't why Elrond stared. Long ago, the CIA's radio-alchemy had burned away flesh and fleshy desire alike, leaving only power. Carver's specialty was reshaping living minds. For the dead, he sub-contracted – and watching a fellow professional work was always educational.

The cat-changeling's spirit-dance was traditional magic, learned from generations of shamans before the world changed; Carver preferred the black and white of modern formula, but even so, he could almost see the incantation forming, as if her body pronounced arcane words in a language of pure motion...

"Ftt!" Mirage froze in mid-pirouette, tail up, fur standing on end. A tennis-ball sized hole appeared in mid-air, leaking green ectoplasm – and Mirage pounced, reaching in to yank out the spirit. It was a luminescent rat with a human face.

It was Tony Giovetti.

Mirage held the ecto-form by the tail, playfully batting it with her claws. It squeaked piteously, and she grinned.

"No playing," Carver ordered. "Tony had 50 grand in PHTP on him when he was hit. Ask him who took it." His voice smoldered. "No one screws with the Dark Lord of Chicago."



Mankind now shares the Earth with other intelligent species: chimeras, elementals, undead and even stranger entities.

Human Chimeras

There are six major chimera races, each a hybrid of humanity and a predator native to Trinity's Shadow. (At the GM's option, rarer human chimera types may also exist.)

The first human chimeras were born to human parents whose chromosomes were altered by exposure to the Trinity Event manafall. Exposed adults and children grew up, married and had children of their own. Of those offspring, 90 percent were mageborn, but the remaining 10 percent were chimera. Mageborn parents face similar odds: if either parent is a mage, it's a one in 10 chance that their offspring will be chimera.

Chimeras breed true, and several thousand children of chimera-chimera matings have been born. All chimeras (even spider, hawk and snake) are warm-blooded mammals that give birth to live young. Chimeras of different species aren't infertile, but surprisingly, chimeras and humans *are*: 25 percent of their offspring are human, 25 percent are chimera and 50 percent are "halfings" (see sidebar p. 54). That they can still interbreed with humans appears to be a magical ability itself.

Homo Sapiens Arachnae

81 points

"Spider people" are the rarest human chimeras. Their head, upper body and arms are human, but this merges into a hairy, six-limbed arachnid body with a bulbous abdomen (but humanoid genitalia) and web-producing spinnerets. Two spider limbs serve as extra arms; the rest are legs.

Attributes: ST +0/+5 [30]*.

Advantages: Claws [15]; Clinging [25]; Extra Arms (2) [20]; Extra Legs (Four legs) [5]; Sharp Teeth [5]; Speak with Animals (Spiders, -30%) [11]; Venom (1 level, poisonous, slow-acting) [15]; Webbing (ST equals lower-body ST) [20].

Disadvantages: Centauroid [0]; Dependency (Mana, common, constantly) [-25]; Lunacy [-10]; Social Stigma (Outsider) [-15]; Vulnerability (3d from silver and DN**) [-15].

* Split ST (see p. C1176). First modifier is for human upper body, second is for stronger spider lower body.

** Depleted necronium.

Homo Sapiens Canis Latrans

5 points

"Coyote people" are humanoid with distinctive canine features: a muzzle, sharp teeth, a long tongue, coyotelike ears, a furry body and a tail.

Advantages: Acute Hearing +2 [4]; Discriminatory Smell [15]; Fur (Very thin) [0]; Magery 1 [15]; Penetrating Call [5]; Sharp Teeth [5]; Speak with Animals (Canines, -30%) [11]; Ultrahearing [5].

Disadvantages: Dependency (Mana, common, constantly) [-25]; Lunacy [-10]; Social Stigma (Minority group) [-10]; Vulnerability (2d from silver and DN) [-10].

Homo Sapiens Felis

19 points

"Cat people" have human facial features but catlike ears, slit-pupil eyes and whiskers. They possess soft fur (as well as human head hair), a feline tail, small claws and sharp teeth.

Advantages: Acute Hearing +2 [4]; Catfall [10]; Claws [15]; Combat Reflexes [15]; Fur (Very thin) [0]; Night Vision [10]; Perfect Balance [15]; Sharp Teeth [5]; Silence +2 [10]; Speak with Animals (Felines, -30%) [11].

Disadvantages: Curious [-5]; Dependency (Mana, common, constantly) [-25]; Extra Sleep (2 hours) [-6]; Impulsiveness [-10]; Lunacy [-10]; Social Stigma (Minority group) [-10]; Vulnerability (2d from silver and DN) [-10].

CHIMERA ORIGINS

No one is certain why human chimeras were born as distinct races rather than as random mutations. The most popular theory is that the mana level was higher millennia ago, and such hybrid races were common (perhaps the creations of ancient mages) and interbred with humans. They died out when "the magic went away," but a recessive "therianthropy" gene sequence (as yet unidentified) remained in many humans and was activated by the manafall. This theory also explains the legends of werewolves, weresnakes, weretigers and so on.

Others believe human chimeras to be animal totem spirits made flesh. They point to a correspondence between the chimera species and animals important to the mythologies of many Southwestern Indian tribes within the Manabelt.

A third hypothesis ties chimera births to seelie abductions (p. 63) and postulates that they are the result of deliberate magical manipulation of embryos by faeries seeking to create hybrid races. Some seelieologists claim their research shows that many women who report faerie abduction experiences also give birth to chimeras. Of course, there aren't enough reported abductions to account for all chimera births... but seelieologists say that *reported* abductions are only the tip of the iceberg. Skeptics counter that human mothers giving birth to nonhuman babies may be unconsciously inventing a media-inspired "faerie abduction" experience to externalize buried resentment at bearing a nonhuman child.



HALFLINGS

"Halflings" are the hybrid offspring of human-chimera matings. They are more human in appearance than chimeras; e.g., half-cats and half-foxes lack fur. They are interfertile with both humans and their parent chimera species, but not with other chimeras; offspring have a 50 percent chance of taking after either parent. If two halflings mate, offspring will be 25 percent human, 25 percent chimera and 50 percent halfling.

A somewhat derisive term for halfling is "breed" – a fox halfling is a "fox breed," a cat halfling is a "cat breed," etc.

Half-Cat 17 points

Cat halflings look human except for their large cat ears, long, furry tail, and sharp teeth and nails.

Advantages: Acute Hearing +1 [2]; Claws [15]; Night Vision [10]; Sharp Teeth [5]; Speak with Animals (Pumas, -50%) [8].

Disadvantages: Curious [-5]; Extra Sleep (1 hour) [-3]; Social Stigma (Minority group) [-10]; Vulnerability (1d from silver) [-5].

Half-Coyote 2 points

Coyote breeds look like humans except for their coyote ears, short tail and sharp teeth. They don't have fur.

Advantages: Acute Hearing +1 [2]; Acute Taste and Smell +1 [2]; Sharp Teeth [5]; Speak with Animals (Coyotes, -50%) [8].

Disadvantages: Social Stigma (Minority group) [-10]; Vulnerability (1d from silver) [-5].

Half-Fox 3 points

Fox halflings are very human in appearance, but are marked by rounded fox ears and a fluffy tail.

Advantages: Alertness +1 [5]; Sharp Teeth [5]; Speak with Animals (Foxes, -50%) [8].

Disadvantages: Social Stigma (Minority group) [-10]; Vulnerability (1d from silver) [-5].

Continued on next page...

Homo Sapiens Raptor

-18 points

"Hawk people" have feathered wings *instead* of arms. These have curving talons at the tips, and hawk people stand on them like legs; where a human has legs, hawk people have arms. Their heads are human, with no beak, but they have a feathery crest instead of head hair, a sharp noise and a high forehead. Their skin is covered with soft down, with a tuft of feathers over their pubic regions and underarms.

Advantages: 3D Spatial Sense [10]; Acute Vision +3 [6]; Claws [15]; Flight (Winged flight, -25%) [30]; Speak with Animals (Birds of prey, -30%) [11].

Disadvantages: Dependency (Mana, common, constantly) [-25]; Fragile [-20]; Lunacy [-10]; Reduced Hit Points -1 [-5]; Reduced Move (Running) -2 [-10]; Social Stigma (Minority group) [-10]; Vulnerability (2d from silver and DN) [-10].

Homo Sapiens Serpens

25 points

"Snake people" (some prefer "naga") have a human upper body, but from below the crotch, their legless body is that of a scaly snake. Their eyes are slit-pupiled, and they have fangs and a forked tongue. Their voices have a slight hissing accent.

Advantages: Constriction Attack [15]; Double-Jointed [5]; Extra Flexibility (One "limb": snakelike lower body) [5]; Infravision (Low-res: -4 to vision rolls, -25%) [12]; Magery 1 (Communication and Empathy only) [10]; Scales (Very light) [0]; Sharp Teeth [5]; Speak with Animals (Snakes, -30%) [11]; Venom (2 levels, poisonous; Fatigue damage only, -20%) [24].

Disadvantages: Dependency (Mana, common, constantly) [-25]; Lunacy [-10]; Reduced Move -2 [-10]; Reputation -1 (Manipulative) [-5]; Social Stigma (Minority group) [-10]; Vulnerability (2d from silver and DN) [-10].

Innate Spell*: Persuasion at IQ+3 [8].

* Includes +1 for Magery.

Homo Sapiens Vulpes

-9 points

"Fox people" resemble coyote people, except that they have vulpine features: foxlike ears and a large bushy tail. They have the magical ability to project the illusion of a normal human form.

Advantages: Acute Hearing +2 [4]; Acute Taste and Smell +3 [6]; Fur (Very thin) [0]; Knack: Perfect Illusion Disguise (as human) [10]; Sharp Teeth [5]; Speak with Animals (Canines and foxes, -30%) [11]; Ultrahearing [5].

Disadvantages: Dependency (Mana, common, constantly) [-25]; Reduced Hit Points -1 [-5]; Social Stigma (Minority group) [-10]; Vulnerability (2d from silver and DN) [-10].

Undead

Undead are magically animated corpses. Most nonhumans, animals and bacteria (but *not* elementals or demons) can become undead. When a nonhuman becomes undead, racial attribute modifiers are additive; adjust point costs accordingly.

Free-willed undead exist, but their condition isolates them from society. Some struggle to live "normal" lives, while others become solitary predators or turn to organized crime. A few government agencies are rumored to employ intelligent undead, but none admit to it. Legally, all undead are contaminated corpses, with no rights.

Atomic Lich

230 points

In 1973, a secret CIA-sponsored laboratory at a still-classified site began work on Project Umber Regal: an attempt to create "artificial mages" by administering heavily irradiated alchemical compounds to test subjects. The test was successful, but the subjects died. All 203 of them. Unfortunately, 15 percent of them – 30 people – "awakened" within 24 hours, possessing supernatural abilities.

Nicknamed "atomic lichs" by the project's staff, the survivors resembled zombies (p. 56), but retained their intelligence, free will and memory – including an



awareness of what had been done to them. They also had a high degree of magical aptitude. The staff didn't regard this as a problem, since none of the lichs knew magic, but they didn't reckon with the lichs' innate abilities. The atomic lichs organized an escape attempt, killed the scientific staff, fled the facility and scattered across the country. The ensuing CIA hunt was hampered by the need to preserve the program's secrecy, and succeeded in eliminating only 10 of the escaped subjects.

Over the last 25 years, the destruction of seven more lichs has been confirmed, but the rest remain at large. The most infamous is Elrond Carver, the so-called "Dark Lord of Chicago," who controls Mafia operations across the Midwest.

An atomic lich looks like a fire-charred skeleton that glows in the dark. It is radioactive, emitting alpha particles that deliver 1 rad/second to anyone in close proximity (a few yards).

Attributes: ST +2 [20]; HT +2 [20].

Advantages: Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Extra Fatigue +8 [24]; Extra Hit Points +8 [40]; High Pain Threshold [10]; Injury Tolerance (All) [50]; Magery 3 [35]; Silence +2 [10]; Single-Minded [5]; Vampiric Immortality [60].

Disadvantages: Appearance (Hideous) [-20]; Dependency (Mana, common, constantly) [-25]; Lifebane [-10]; Social Stigma (Outlaw) [-15]; Sterile [-3]; Unhealing (Heals via Steal Health) [-20]; Unnatural Feature (Body temperature is 120°F, glows in the dark*) [-5].

Innate Spells:** Breathe Radiation (VH) at IQ+5 [16]; See Radiation at IQ+5 [8].

* A disadvantage because it means the lich cannot easily disguise itself as an ordinary undead skeleton or masquerade as a corpse.

** Include +3 for Magery.

Chonchon

92 points

These vampiric terrors are deformed human heads with large flapping ears and a dangling foot or so of spinal column. They originated in southern Peru and Argentina, but have slowly spread through South America; a few have even reached Central and North America. As with vampires (p. 57), the first chonchons were undead fetuses who transformed in the womb; usually, the head came off as the baby was being born. Others resulted from chonchon bites.

A chonchon's Infectious Attack is unique. A day after being bitten, the victim must roll vs. HT at -1 per hit taken. On a failure, he suffers terrible headaches (as per *Migraine*, p. C182), and over the next 2d hours, his head swells up and his ears grow unnaturally large. (HT × 2) hours later, he suddenly convulses: his eyes become bloodshot, his head begins to snap back and forth . . . and with a crack of a broken spinal column, it begins to rotate, tearing flesh as it rips loose! The new chonchon will instinctively turn invisible and fly off, seeking a safe hiding place.

HALFLINGS (CONTINUED)

Half-Hawk

0 points

Hawk breeds look exactly like humans, except that the hair on their head, underarms and pubic region is replaced by tufts of feathers.

Advantages: Absolute Direction [5]; Acute Vision +1 [2]; Speak with Animals (Hawks, -50%) [8].

Disadvantages: Social Stigma (Minority group) [-10]; Vulnerability (1d from silver) [-5].

Half-Snake

15 points

Snake halflings are human in appearance, save for a forked tongue and a mass of slim, writhing snakes instead of hair. The snakes are not intelligent, but they can bite. A half-snake can shave his "medusa locks," but it's painful and leaves ugly, raw, bumpy scabs that can become infected (roll vs. HT to avoid) unless treated with Cure Disease or antibiotic lotion. Shaven snakes will grow back - painfully - in about a month.

Advantages: Double-Jointed [5]; Extra Flexibility (One limb: striker) [5]; Scales (Very light) [0]; Speak with Animals (Rattlesnakes, -50%) [8]; Striker (Snake hair) [5]; Venom (1 level, poisonous; Fatigue damage only, -20%) [12].

Disadvantages: Reputation -1 (Manipulative) [-5]; Social Stigma (Minority group) [-10]; Vulnerability (1d from silver) [-5].

Half-Spider

46 points

These look human with one exception: a second pair of functional arms midway down their torso and a third pair just above their hips.

Advantages: Extra Arms (4) [40]; Sharp Teeth [5]; Speak with Animals (Spiders, -30%) [11]; Venom (1 level, poisonous, slow-acting) [15].

Disadvantages: Social Stigma (Outsider) [-15]; Vulnerability (2d from silver) [-10].

HOW TO BECOME A VAMPIRE

There are four common origins for vampires:

- A recently deceased corpse (dead for less than one hour) buried in an area heavily contaminated by radiation (1+ rads/day) may rise in three days. The odds are low, however: 3 on 3d, or 3-5 for someone who has died after being buried alive...

- A small number of fetuses carried by women who have radiation-induced genetic damage or who live in death-aspected areas may die and become vampires in the womb. This is called *fetal vampire syndrome* (FVS). The fetus feeds on the mother's blood and life force. It may either remain within the mother as a parasite, or escape the womb (either violently - via abortion or normal birth - or in shadow form).

- A person may succumb to *vampiric leukemia* (p. 104), contracted through exposure to radiation.

- A person can be bitten by a vampire. It's a persistent myth that vampire blood turns you into a vampire. As health experts constantly explain, it's vampire saliva in the bloodstream that's a mutagenic toxin. Even a small bite may be enough, but the more saliva entering the wound, the greater the danger. Use the Infectious Attack rules (p. C197), except that once infected, the victim suffers from "accelerated" vampiric leukemia (p. 104): a HT roll every (current HT) weeks becomes one every (current HT) hours! Vampire saliva loses its properties if exposed to air for one minute. Exposure through kissing, etc., is harmless unless the victim has oral cuts or sores where it could enter.

Most new chonchons are dominated by basic desires, as the trauma of transformation submerges their memories. They sometimes develop greater ambitions later on. Most chonchons try to flee from or destroy anything that reminds them of what they once were, but occasionally a chonchon will seek to reconnect with its past.

Attributes: ST -2 [-15]; DX +2 [20]; HT +2 [20].

Advantages: Bite (+2 damage) [40]; DR 2 [6]; Flight [40]; Injury Tolerance (No Neck, No Vitals) [10]; Invisibility (Can become visible at will, +10%; Can be seen in mirrors, -10%; Casts a shadow, -10%) [36]; Invisibility to Machines [20]; Magery [15]; Night Vision [10]; See Invisible [15]; Vampiric Immortality [60].

Disadvantages: Amnesia (Partial) [-10]; Appearance (Horrific) [-30]; Dependency (Mana, common, constantly) [-25]; The Draining [-10]; Frightens Animals [-5]; Inconvenient Size (Small) [-15]; Infectious Attack [-5]; No Manipulators [-50]; Social Stigma (Outlaw) [-15]; Unhealing [-20].

Necromantic Zombie

A necromantic zombie is a dead body given a semblance of life by the Zombie spell or through exposure to mana-active radiation. In most places, reanimating a human cadaver is illegal desecration of a corpse. One exception is

Louisiana, where "death plus hard labor" sentences are the rule and the skeletons of executed convicts serve on road gangs. During the Vietnam conflict, U.S. Army Black Berets reanimated enemy dead as the controversial "Z company" units.

Illegal Use of Zombies: Some criminals use zombies as enforcers, servants or sex toys, or as slave labor on drug plantations or in sweat shops. They're often treated with plastic spray and a Sterilize spell to prevent decay and disease.

See p. M117 for zombie statistics. As necromantic zombies lack volition, they are not suitable as player characters!



Toxic Zombie 22 points

Necromantic zombies (above) lack any form of will. This is not true of *toxic zombies*: animated corpses suffering from toxic zombie syndrome (TZS).

They are carriers of ambulatory necrotic plague (pp. 102-104), and can infect other victims with the disease. TZS can also result from severe radiation sickness.

Attributes: ST +5 [60]; HT +2 [20].

Advantages: Doesn't Sleep [20]; High Pain Threshold [10]; Injury Tolerance (No Blood) [5]; Silence +2 [10]; Single-Minded [5]; Vampiric Immortality [60].

Disadvantages: Appearance (Hideous) [-20]; Bad Smell [-10]; Dependency (Mana, common, constantly) [-25]; The Draining (Cerebral*, +100%) [-20]; Hidebound [-5]; Infectious Attack** [-5]; No Body Heat [-5]; Pallor [-10]; Social Stigma (Outlaw) [-15]; Sterile [-3]; Unliving [-50].

* Lose IQ instead of HT. The zombie must devour the brain of an intelligent living being to regain IQ. Each brain eaten restores 1 point of lost IQ, but cannot raise IQ above its starting value.

** See *Ambulatory Necrotic Plague* (pp. 102-104).

Vampire

275 points

Vampires are free-willed, predatory corpses that require the blood and life force of sapient beings to survive. Being dead, they are invulnerable to most normal injury. They also have unusual powers and vulnerabilities relating to light and darkness, shadow and reflection. Some deliberately mimic "traditional" vampire legends, using their Magery to learn spells like Body of Air, Charm and Shapeshifting.

Attributes: ST +8 [90]; HT +5 [60].

Advantages: Bite [30]; Discriminatory Taste [10]; Invisibility to Machines [20]; Magery 1 [15]; Night Vision [10]; Shadow Form [50]; Vampiric Immortality [60]; Vampiric Invulnerability [150].

Disadvantages: Bloodthirst [-15]; Callous [-6]; Dependency (Mana, common, constantly) [-25]; Dependency (Rest nightly in earth of homeland, infrequent, daily) [-60]; The Draining [-10]; Infectious Attack [-5]; Lifebane [-10]; No Body Heat (Not after feeding) [-1]; No Reflection [-10]; Pallor (Not after feeding) [-5]; Social Stigma (Outlaw) [-15]; Sterile [-3]; Unhealing [-20]; Vulnerability (Silver and DN) [-5]; Weakness (Sunlight, 1d/minute) [-60].

Innate Spells*: Create Servant at IQ+5 (Animates a person's reflection**, -50%) [6]; Shape Darkness at IQ+5 [12]; Teleport (VH) at IQ+5 (Only from one mirror to another, and both must be large enough to step through, -50%) [12].

* Include +1 for Magery.

** That person's reflection steps out of the mirror and behaves as a created servant; the person whose reflection was animated still reflects in other mirrors.

Dragons

Dragons are large, reptilian creatures with sinuous, scaly bodies, crocodilian heads, leathery wings, four legs, and long tails. Their foreclaws are capable of clumsy tool or weapon use. They are warm-blooded, egg-laying creatures. Their metabolism is highly mana-dependent, and they have a mana organ between their lungs.

Military Dragons

These were bred by the Pentagon for military service, starting in the 1950s. The first viable adults matured in the mid-1960s. Dragons who serve in the armed forces for 20 years are granted U.S. citizenship, and may either retire to enter civilian life or continue to serve. There are now just under a thousand military dragons, a third of them civilians. Statistically, the largest civilian employers of dragons are sports teams, museums (dragons *love* to live in places full of valuable human artifacts, and enjoy cataloging and researching their past) and the CIA.

Blue Dragon

401 points

Blue dragons are the first successful dragon subspecies, closely related to the original dragon hatchlings, but notably larger thanks to magical and alchemical "reproductive technology." They have mottled green-black scales and golden eyes, but are called "blue" as a reference to American service. A typical adult blue dragon is 20 feet from snout to tail (most of it neck and tail; the torso is horse-sized) and weighs 1,100 lbs. Blue dragons grow rapidly, reaching maturity in 12 years. Their life span is unknown, as the oldest blue dragons were only born in 1958.

Blue dragons currently serve with the U.S. Army and Marines, where they fly escort and close-support missions in conjunction with carpets. Blue dragon eggs have been exported to close U.S. allies, and dragons serve with Israel and the United Kingdom (in the Royal Marines). Dragons fought in Vietnam and subsequent U.S. conflicts, as well as the Yom Kippur War and Falklands War. So-called "red dragons" are blues bred in Russia from a clutch of eggs captured by KGB spies in 1967. Dragons equip some Soviet Airborne regiments, and were exported to Egypt and Syria in the 1970s. In 1981, Israeli and Syrian dragons duelled above Lebanon.

Attributes: ST +15 [150]; IQ -1 [-10]; HT +2 [20].

NECROMANTIC SPIRITS

Animating spirits are conjured by spells like Animation or Animate Machine to provide consciousness to inanimate objects; necromantic zombies are thought to be animated by similar entities. They are sentient, but lack prior memory and exist only to serve their summoner — although some develop a personality. Most necromantic theorists believe them to be "spiritual shards" or "husks" left behind by human souls that have gone on to an afterlife, reincarnation or other fate. Occasionally, a hostile spirit is accidentally summoned. It is unknown whether this is an unusually strong and malign shard or an accidental conjuration of a different order of entity (e.g., an incorporeal demon).

Ghosts are the spirits of deceased humans that have remained connected to the world, usually because of some sort of "unfinished business." Some appear to be fully sentient. Ghosts have no legal status, and it is considered a good thing for all concerned if they "go on" to whatever fate awaits them. A Summon Spirit spell cannot communicate with a spirit that has manifested as a ghost, but will sometimes cause the ghost to appear if it *wants* to be summoned and is not somehow constrained (e.g., trapped within a Pentagram). See *GURPS Undead* for a full description of ghosts and other undead spirits.

Shades are what they appear to be: a person's "future self," contacted through magic. Shades have limited awareness; it is likely that the subject is reached while dreaming.

Skull-spirits are spiritual entities that exist in a quasi-gaseous form known as "sentient necrotic ectoplasm." Thaumaturgical theory views them as animate constructs formed from the negative psychic energy associated with death trauma. There is some evidence that if a person dies completely at peace with himself, the Skull-Spirit spell will always fail.

Under rare and mysterious circumstances, skull-spirits have *spontaneously* manifested from the corpses of those who have suffered especially traumatic deaths. They usually seek revenge, or haunt an area or object associated with their death. These entities are obsessed to the point of being automata.

Recently, industry has found a use for skull-spirits as an integral part of the ghost-dynamic laser (pp. 46-47).

Continued on next page...

NECROMANTIC SPIRITS (CONTINUED)

Summon Spirit spells let wizards contact "spirits" of the deceased and communicate with them. This has convinced the public and most scientists that some part of a person survives death. The existence of an actual afterlife has not been proven. Spirits contacted this way recall nothing after the moment of death, and are not conscious of time having passed. They do display personality, and some tend to ramble on when questioned about favorite subjects. They lack continuity of consciousness from one summoning to the next, however, so many thaumatologists prefer the term "spiritual record" to "spirit": a kind of permanent recording of a person's consciousness that lingers after death.

Holo-Ghost 103 points

An intangible but visible and sentient remnant of a dead person, created via spirit holography (p. 47).

Advantages: Insubstantiality (Always on, -50%) [40]; Magery 1 [15]; Vampiric Immortality [60].

Disadvantages: Severe Compulsive Behavior [-15] or Obsession [-15], chosen by the ghost's player; Dependency (Mana, common, constantly) [-25]; Dread (Exorcism) [-5]; Social Stigma (Outsider) [-15].

Innate Spells* (all at IQ+5): Death Vision [12]; Invisibility [12]; Possession (VH)** [24].

Features: Affected by Pentagram spell [0]; Can be detected by sensitive individuals and animals [0]; Can be turned using True Faith [0].

* Includes +1 for Magery.

** "Climbs into" subject's body; doesn't leave its own behind.

Advantages: Alertness +3 [15]; Discriminatory Smell [15]; DR 6 [18]; Early Maturation 1 [5]; Enhanced Move 2 (Flight) [20]; Extra Encumbrance [5]; Extra Hit Points +13 [65]; Flight (Winged flight, -25%) [30]; Infravision [15]; Magery 1 (Fire only) [10]; Nictating Membrane 1 [10]; Penetrating Call [5]; PD 3 [75]; Sharp Claws [25]; Sharp Teeth [5]; Striker (Tail) [5].

Disadvantages: Appearance (Monstrous) [-25]; Bad Grip [-10]; Callous [-6]; Dependency (Mana, common, constantly) [-25]; Horizontal [-10]; Inconvenient Size (Large) [-10]; Increased Life Support (Triple normal food) [-20]; Stress Atavism (Moderate, uncommon) [-8].

Innate Spell*: Breathe Fire (VH) at IQ+7 [32].

* Includes +1 for Magery.

Black Dragon

396 points

Black dragons are thin and gaunt. They average 19 feet long and weigh only 700 lbs. Their scales are a dull black; the only color about them is their bloodshot eyes. They have a particular aura of stillness, and their voice is not the usual dragon roar, but a hissing whisper.

Secretly grown at Lockheed's Skunkworks in the 1980s, using embryos modified by mana-active radiation and genetic wizardry (rumored to include vampire gene grafts), these "stealth" dragons can evade radar and magical sensors. A major part of U.S. Air Force special operations capability, they were first used in the Persian Gulf War, but their exact biology and operations, as well as the number and identity of individual dragons, are shrouded in secrecy. Whether they'll be allowed to achieve citizenship will be answered in 2005, when the first finish their hitch; some analysts speculate that they will enter civilian life by "retiring" into the CIA.

Attributes: ST +12 [130]; IQ -1 [-10]; HT +1 [10].

Advantages: Absolute Direction [5]; Alertness +3 [15]; Bite [30]; Discriminatory Smell [15]; DR 6 [18]; Enhanced Move 2 (Flight) [20]; Extra Encumbrance [5]; Extra Hit Points +12 [60]; Flight (Winged flight, -25%) [30]; Infravision [15]; Invisibility to Machines (Carry Heavy Encumbrance, +100%) [40]; Magery 1 (Necromancy only) [10]; Nictating Membrane 1 [10]; PD 3 [75]; Sharp Claws [25]; Striker (Tail) [5]; Zeroed [10].



Disadvantages: Appearance (Monstrous) [-25]; Bad Grip [-10]; Callous [-6]; Dependency (Mana, common, constantly) [-25]; Disturbing Voice [-10]; The Draining [-10]; Horizontal [-10]; Inconvenient Size (Large) [-10]; No Reflection [-10]; No Shadow [-10]; Skinny* [-5]; Stress Atavism (Moderate, uncommon) [-8]; Weakness (Sunlight, 1d/30 minutes) [-15].

Innate Spell:** Breathe Radiation (VH) at IQ+7 [32].

* Skinny is used to reflect the fact that black dragons can't comfortably wear gear designed for ordinary blue dragons.

** Includes +1 for Magery.

Wild Dragons

376 points

The original draconic beasts, now very rare! Most survivors have made alliances with similarly inclined humans (cults, communes, survivalists) or live alone in remote areas: the Peruvian mountains, Canadian north, etc. Start with the blue dragon template, but since wild dragons are a bit smaller, use ST +12 [130] and Extra Hit Points 12 [60]. If living alone, add one or more of Bestial, Illiteracy, Primitive, Social Stigma (Outsider) and Uneducated.

Elementals

Elementals are free-willed nature spirits. They possess emotions, and their intelligence can approach human levels. They are animate, conscious embodiments of the four states of matter: solid (earth), liquid (water), gas (air) and plasma (fire).

Elementals are composed of matter held together by magically enhanced physical forces (e.g., electromagnetism). By all accounts, they are immortal, and require neither food nor drink. They do sleep, and can only relax in their element. They are affected by Summon and Control Elemental spells, and by spells that destroy or transform their element (see p. M114).

Elementals communicate among themselves using their own spoken languages, normally unintelligible to other races. Humans cannot learn to *speak* an elemental language, but can understand it (treat as M/VH). Elementals can learn human languages (also M/VH); a beginning elemental character should probably take a few points in a human tongue. A mage who summons or creates an elemental can speak with it magically (each hears his own language).

Most countries grant no civil rights to elementals, treating them as resources that can be freely exploited and owned by whoever creates or (for wild elementals) captures them. According to polls, one in four people disagrees with this; pressure groups exist that advocate human rights for intelligent elementals.

Behavior

Elementals are conscious and sentient in the same sense as animals. Their behavior runs the gamut from repetitive insect-level activity to full sapience; the average elemental is about as bright as a chimpanzee. Most elementals seek to be left alone in a place appropriate to their nature, or are destructive forces that attempt to wreak playful havoc. A few of the more intelligent ones concern themselves with humanity's doings.

Some intelligent elementals are interested in scientific research relating to their element, and will cooperate with human scientists on such programs. Others enjoy companionship with humans — especially wizards who specialize in their elements. While elementals cannot reproduce, they can have sensual relations with their own kind, and rare affairs between elementals and humans transformed by appropriate "Body of" spells have taken place.

All elementals have single-college Magery. New elementals and most summoned elementals know only their innate spells, but they can learn new ones from teachers or through study. Since so few elementals know spells, elementals who desire magical training are often forced to learn from humans, and work at jobs that don't inspire them in return for magic lessons.

DRAGON BREEDING: PROJECT FAFNIR

In 1947, a winged, fire-breathing reptile was destroyed near the Trinity Hellstorm. Searching the area, U.S. Army soldiers discovered a clutch of eggs. The Army, assisted by top experts in reptile husbandry, arranged for their successful incubation. The effort was code-named "Project Fafnir."

Baby dragons proved to be about as intelligent as humans. Within three years, some had learned to speak. They also continued to grow . . . The dragons ended up at Edwards Air Force Base, where they began supervised night flights over Antelope Valley. The dragons were fertile and successfully bred in captivity, laying large clutches of eggs. Thanks to the careful use of coercive magic and reproductive alchemy, the first of what would be two viable breeds of fighting dragon was in U.S. service by the late 1960s.

Fafnir's dragons were soon carrying riders, although the military eventually decided that dragons were smart enough to operate autonomously. While the U.S. Air Force and U.S. Navy had little interest in anything that wasn't supersonic, the Marine Corps and Army Aviation loved them. The first dragon squadrons were officially deployed in 1962, and the veil of secrecy was lifted when very successful close air support missions were flown in Vietnam in '65 and '66.

There were also rumors of earlier, less successful missions that were covered up, including one incident where a rogue dragon burned a South Vietnamese village, devoured the inhabitants and established a lair in a Buddhist temple. Better understanding of "draconic stress atavism syndrome" (DSAS) and appropriate training has kept such incidents to a minimum.

ELEMENTAL ORIGINS

Elementals can be created by spells, but they can also form spontaneously. Earth elementals have been born during earthquakes and volcanic eruptions, fire elementals in large fires (forest fires, building fires, etc.), air elementals in hurricanes, tornadoes and violent electrical storms, and water elementals during floods and tsunamis ("tidal waves"). No more than one elemental ever seems to be created by a particular event, but its strength is roughly proportional to the cube root of the "power" of the event.

No footage exists of spontaneous earth or water elemental births, but fire and air elemental births have been captured on film on rare occasions. In the United States, teams of "storm chasers" follow tornadoes, hoping to witness an air elemental birth.

Experiments to produce spontaneous elemental births in laboratory conditions without the intervention of wizardry have had little success. It has been theorized that these experiments fail because elemental births require the psychic awe or terror experienced by many humans or animals during the kinds of dramatic events that produce them. Some theorists even believe that the combined souls of people killed in such disasters are what gives consciousness to the elemental. Others are skeptical: there have been reports of elementals created in powerful earthquakes, fires, floods and hurricanes that produced no known human fatalities. Of course, this does not preclude elementals gaining "life force" from animals killed in such instances...

Certain human causes *do* interest elementals. Earth, air and water elementals dislike pollution, and some have become involved with environmental activist or "eco-defense" groups. The most notorious such elemental is Camille 66 (alias "Si'Lat 66"). A powerful air elemental born in the raging winds of Hurricane Camille, it befriended a group of ecological activists in the late 1960s and drifted into the embrace of the Weather Underground (p. 117). It turned against them after they betrayed its ideals by setting off the Mount St. Helens disaster (filling the air with ash). Its present whereabouts are unknown.

Air Elemental (Sylph)

57 points

Sylphs are capricious, except regarding air pollution (which they detest). Their speech sounds like whistling wind.

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Enhanced Move 4 (Body of Air-based flight; see p. C150) [40]; Faz Sense [10]; High Pain Threshold [10]; Immunity to Disease [10]; Injury Tolerance (All) [50]; Magery 3 (Air only) [22]; Resistant to Poison [5]; Strong Will +1 [4]; Unaging [15].

Disadvantages: Body of Air (Unswitchable; Carry No Encumbrance, -10%) [-27]; Callous [-6]; Dependency (Mana, common, constantly) [-25]; Distractible [-1]; Impulsiveness [-10]; Social Stigma (Valuable property) [-10]; Status -3 [-15]; Uneducated [-5]; Unliving [-50].

Innate Spell*: Air Jet at IQ+6 [10].

* Includes +3 for Magery.

Earth Elemental (Gnome)

80 points

Gnomes resemble animate, semi-humanoid shapes clumped together from dirt and loose rubble. Their faces have overhanging brows and deep-set eyes that these glow like molten lava. Gnome speech sounds like grinding stones.

Advantages: Body of Earth (Unswitchable, -10%) [36]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; DR 2 [6]; High Pain Threshold [10]; Immunity to Disease [10]; Imperturbable [10]; Injury Tolerance (All) [50]; Magery 3 (Earth only) [22]; Resistant to Poison [5]; Sensitive Touch (Only to sense ground vibrations, -50%) [5]; Tunnel (Speed 2) [60]; Unaging [15].

Disadvantages: Appearance (Monstrous) [-25]; Callous [-6]; Dependency (Contact with the ground, common, daily) [-15]; Dependency (Mana, common, constantly) [-25]; Oblivious [-3]; Reclusive [-10]; Reduced Move -2 [-10]; Social Stigma (Valuable property) [-10]; Status -3 [-15]; Stubbornness [-5]; Uneducated [-5]; Unliving [-50].



Fire Elemental (Salamander)

110 points

These creatures appear to be formed from living flame, usually in a semi-humanoid shape. Technically, they are sentient clouds of plasma. Their speech sounds like crackling flames. Intelligent salamanders have scant interest in environmentalism, but find that many human works burn more prettily than dry forests – especially things like chemical storage tanks!

Some salamanders have allied themselves with human agencies that have a need for incendiarism, but keeping salamanders happy takes careful handling and plenty of action. Others enjoy living in comfortable places like blast furnaces or plasma research labs, and have been willing to work in exchange for occupancy.

Advantages: Body of Fire 3 (Unswitchable, -40%) [9]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; High Pain Threshold [10]; Immunity to Disease [10]; Immunity to Poison [15]; Infravision [15]; Injury Tolerance (All) [50]; Invulnerability (Fire/Heat) [100]; Magery 3 (Fire only) [22]; Unaging [15].

Disadvantages: Callous [-6]; Dependency (Full immersion in fire, common, daily) [-15]; Dependency (Mana, common, constantly) [-25]; Impulsiveness [-10]; Overconfidence [-10]; Pyromania [-5]; Self-Centered [-10]; Social Stigma (Valuable property) [-15]; Status -3 [-15]; Thalassophobia (Mild) [-10]; Uneducated [-5]; Unliving [-50].

Innate Spell*: Flame Jet at IQ+6 [10].

* Includes +3 for Magery.

Water Elemental (Undine)

48 points

These elementals look like beings shaped from liquid, held together by magically strengthened surface tension. Undine speech sounds like gurgling water.

Advantages: Amphibious [10]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Enhanced Move 1 (Swimming) [10]; Fast Regeneration (Only in large body of water, -30%) [35]; High Pain Threshold [10]; Immunity to Disease [10]; Immunity to Poison [15]; Injury Tolerance (All) [50]; Magery 3 (Water only) [22]; Unaging [15].

Disadvantages: Body of Water (Unswitchable; Carry No Encumbrance, -10%) [-18]; Callous [-6]; Dependency (Full immersion in water, common, daily) [-15]; Dependency (Mana, common, constantly) [-25]; Impulsiveness [-10]; Overconfidence [-10]; Social Stigma (Outsider) [-15]; Status -3 [-15]; Uneducated [-5]; Unliving [-50].

Innate Spell*: Water Jet at IQ+6 [10].

* Includes +3 for Magery.

Demons

Demons are malign entities that can manifest when a wizard casts Summon Demon or experiences a severe magical backfire. They have also appeared spontaneously near unshielded nuclear reactors ("hellgate events"). They appear in a chaotic multiplicity of forms. The majority are humanoid, and resemble legendary devils: horns, barbed tails, bat wings, fangs, claws, cloven hooves, forked tongues, pointed ears and glowing eyes are all common. Others are more *alien*; tentacled terrors, amorphous blobs and insectoids have all been encountered. Most are horrific, but some are beautiful.

Some demons closely resemble malevolent figures from real-world religions or mythologies, and sometimes claim to be those entities. Interestingly, some also resemble and claim to be entities described in fantasy or horror fiction (movies, TV, books, comics, RPGs, etc.). In all investigated cases, the summoner or someone else present at the summoning was either a true believer in the "reality" of the religion, myth or fiction in question, or had been strongly influenced by it as a child. It should be noted that demons who have claimed to be supposedly all-powerful entities (the Devil, etc.) have often proved much less powerful than their reputation would suggest. In some cases, multiple demons have laid claim to a similar title.

DEMONIC ORIGIN: EXTRADIMENSIONAL?

Religious folk identify demons with the denizens of the hell or hells described in scripture, perhaps part of an organized hierarchy, with goals ranging from the temptation of humanity to global Armageddon. Contradictory statements by demons themselves can be explained as deliberate attempts to spread confusion about their true nature and origin.

A popular scientific theory holds demons to be cunning, predatory vampiric life forms from a very magical parallel dimension – probably one that mages contact when they cast spells. Spontaneous demon summoning occurs when a mage's bungled spell "pokes a hole in reality" and attracts one of these beings. Nuclear reactors do the same thing, and Summon Demon spells do so *deliberately*.

A demon's original shape may be alien – even pure energy – but when demons materialize on Earth, they seem to be locked into forms drawn from human legend (possibly unconsciously). This may be a means of terrorizing or attracting prey; alternatively, perhaps the myths were based on ancient demon manifestations.



Angels

The majority of Christians and Moslems believe that angels exist and are real beings, but this remains unproven. Many people claim to have seen them, but mainly in visions or dreamlike experiences. Mainstream theologians believe that angels do not appear directly, as faith is more important to God than providing direct proof of His existence through messengers.

DEMONIC ORIGIN: OUR INNER DEMONS

Another popular theory holds demons to be created by the wizard. They are accidentally or deliberately formed from raw magical energy, and are given shape and will by suppressed fears, nightmares, violent emotions and shameful desires in the dark depths of the mind. Demonic forms are thus "monsters from the id"; evil archetypes brought to life. When a wizard summons a specific demon "by name," he is simply forcing magical energy back into an existing template. Hellgate events are explained as negative magical energy from a nuclear reactor being shaped by the minds of nearby humans.

This theory is less dramatic than invaders from hell or alien vampires, but nicely explains why demons appear in so many forms and often mirror myth, legend or fiction. Advocates of less violence or horror in mass media get much ammunition from it.



DEMON PCS

If the GM allows demon PCs, he can simply decide which origin is appropriate and reveal that information to the player. Alternatively, he can keep things mysterious. First, remember that it is quite possible for an entity shaped by a mage's "inner demons" to possess the delusion that he's a mythological creature. Second, it's possible that when PC demons accidentally appear, they have no previous memories — just a terrible lust or hunger. Perhaps they never existed beforehand, or their memories were deleted by the psychic stress of whatever magical misadventure conjured them!

Demons appear to delight in the slaughter and corruption of humans. When not compelled by a summoner, most demons behave like psychopathic human criminals. Free to act on their own, many follow behavior patterns similar to those of serial killers. Others are more subtle, but all attempt to maximize human degradation and misery in their presence; some claim to feed upon it. Various theories try to account for demonic origins while explaining demons that resemble or claim to be theological, mythological or fictional archetypes; see the *Demonic Origin* sidebars (pp. 61-62). The fact that demons are immune to magical interrogation and are often pathological liars has made ascertaining the truth difficult.

Demon Summoning

Demon summoning uses the rules on p. M74, with certain exceptions:

Demon Names. Each demon has a unique "true name." This works as described on p. M74, except that it is *not* a spoken name, but a complex set of thaumaturgical symbols that the user draws, sketches in the air or visualizes (if high enough skill) to conjure and control that specific entity. Demon names are sometimes found in old works of demonology, but those in easily accessible sources tend to be incomplete or flawed, forcing mages to piece together evidence from several different sources.

Demon Creation. The GM should create demons as characters instead of using the tables on p. M113. Use the racial templates below and about 250 points or twice summoner's point total (whichever is higher). A caster may attempt to select one of the four "common" types of demon (gremlin, hellraker, malebranche, succubus) by making an extra skill roll; critical failure means the demon is automatically uncontrolled!

Free Demons. An intentionally summoned demon is only around for an hour, then it returns to wherever it came from. A demon summoned by a backfire stays around indefinitely. Most demons enjoy this! Demon PCs, if allowed, will be free demons.

Demon Slaying? A demon that is killed or magically banished is gone — but not for good. It can be summoned again, or reappear as the result of a later backfire or hellgate.

The Devil You Know . . . When an unnamed demon is summoned, or appears as the result of a backfire or hellgate event, it may be either an entirely new demon or one that has previously appeared and been banished or destroyed. The latter result seems to occur only if someone who has previously encountered that demon is present.

Demon Races

Demons come in all shapes and sizes: oozing blobs of protoplasm, beautiful angels, etc. Many can change shape through the Alter Body spell. Regardless of form, it is suggested that *all* demon templates include this generic "demon" package:

Demon

34 points

Advantages: Doesn't Sleep [20]; Extra Life* [25]; Immunity to Disease [10]; Invulnerability (Spells resisted by IQ)** [75]; Night Vision [10]; Unaging [15].

Disadvantages: Callous [-6]; Cannot Harm Innocents (Prevents direct harm to truly good folk only, -50%) [-5]; Dependency (Mana, common, constantly) [-25]; Dread (Holy symbols) [-10]; Excommunicated [-5]; Social Stigma (Outlaw) [-15]; Unliving [-50]; Vulnerability (1d from silver and DN) [-5].

* Represents the chance that the demon will return sometime (GM's option) via a backfire or hellgate. While a PC demon could also manifest again through Summon Demon, it's likely to be under constraint and in any case limited to a mere hour, so the GM may treat PC demons who have used up all their lives as NPCs. PC demons can spend character points to replace their Extra Life if they've used it up.

** Demons resist these spells *automatically*. This is a modification of Invulnerability (p. C159).



Demons are also vulnerable to spells like Banish or Pentagram. "Good" advantages or disadvantages (like Honesty) should *not* be included in demon templates! These are both 0-point features.

While each demon is unique, some basic "types" seem to crop up. Examples include:

Gremlin

224 points

Gremlins are demons of technology. Left to themselves, some try to cause technological disasters, while others delight in helping humans build weird and malevolent inventions. According to the CIA, Iraq and Argentina employ gremlins in their secret weapons programs. Of course, others say the same thing about some American labs...

Gremlins look like humans, but tend to have gray or green skin, large pointed ears and ratty tails. They can change size (the better to climb into ducts, machines, etc). When a gremlin shrinks to 1/4 size or less, it can sprout batlike wings and fly.

Attributes: HT +1 [10].

Advantages: Demon [34]; Flight (Only when shrunk, -10%; Winged flight, -25%) [26]; Invisibility to Machines [20]; Magery 2 (Technological only) [16]; Racial Skill Bonus (+1 w. Armoury, Electronics, Electronics Operation, Engineer, Mechanic) [6]; Shrinking 3 [60]; Versatile [5]. Select 50 points from among Gadgeteer [25 or 50], Intuitive Mathematician [25], PD 1-2 [25/level] and Regeneration (Regular) [25].

Disadvantages: Curious (Insatiable; Only about gadgets, -60%) [-6]; Impulsiveness [-10]; Sadism [-15].

Innate Spells*: Glitch at IQ+5 [10]; Machine Control at IQ+5 (Touch only, -20%) [8]; Reveal Function at IQ+5 [10].

* Includes +2 for Magery.

SEELIE ABDUCTIONS

Seelie abductions usually involve lone individuals or couples. The victim typically remembers seeing a strange light, or finds it odd that he arrived at a destination later than expected. Sometimes he suffers from nightmares. Psychologists who have examined abduction victims have discovered some recurring elements:

Missing time. A chunk of memory is gone, apparently caused by a Permanent Forgetfulness spell. Hypnosis or a reversed Permanent Forgetfulness spell may restore these memories.

Isolated Encounters. Seelie are typically encountered at night, in isolated areas: driving down a quiet country highway, by people living in rural areas, cottages, etc.

Abduction Experience. A typical sequence of events is as follows: the victim sees a glowing "will o' the wisp" (a Light spell?). If in a motor vehicle, there is often engine failure (probably a Stop Power or Malfunction spell). He is then approached by seelie - who typically resemble beautiful elves or small, gray goblins - and feels a compulsion to follow them (Loyalty spell?). If he attacks them, they usually vanish straight into the ground or flee into the woods.

Elf Hills. Abductees are often led to a secluded hill. The seelie then take them by the hand and walk *into* the hillside (perhaps using Walk Through Earth or Ethereal Body). There is usually a room or series of rooms within the hill, typically formed out of solid metal or stone that seems sculpted rather than machined, and lit by floating lights. In many cases, a banquet materializes for the abductees, though the seelie do not eat.

Communication. Seelie appear to communicate via Mind-Sending spells. They often claim to be faeries, returned to earth now that "magic has returned." They convey warnings that the Earth is in danger and that mankind should abandon "demon-summoning" NEMA reactors. The abductee is then told to go to sleep, and that he won't remember the experience "until the time is right." After being subjected to what are likely Sleep and Permanent Forgetfulness spells, the abductee awakens and continues his journey.

UNSEELIE ENCOUNTERS

Since the discovery of the False Memory spell in the early 1980s, researchers have exposed a new element to some seelie abductions: part of the original experience seems to be a False Memory implant! Researchers who don't stop with the first memories can sometimes uncover an additional layer, including:

- **Dire Warnings.** Seelie warn that mankind is doomed, occasionally saying that a third Hellstorm will engulf the earth and only magical hybrid entities will be able to survive.

- **Experiments.** Abductees remember waking up in an elf hill, naked and unable to move (a Total Paralysis spell?), on a metal slab. There may be other humans present, also restrained, in pain or sobbing; female abductees are often pregnant. The seelie are harsh and demanding, touching abductee bodies with wands or their bare hands and casting unexplained spells. Some people recall surgery: incisions made without anesthetic, objects or organs placed inside or removed, and wounds healed instantly with magic (probably Minor or Major Healing). Some witness the seelie magically or surgically implanting, transferring or removing human or chimera fetuses, or altering them with Spell Graft or Create Chimera spells.

- **Rapes.** Some report being magically coerced, as if by a Control Person spell, into sex with seelie or other abductees.

- **Multiple Abductions.** Abductees, especially experimental subjects, often recall more than one encounter in which repeated experiments or checkups were performed.

Evidence

Physical evidence for these unseelie encounters is scanty:

Elfshot: BB-size metal balls of unusual alloys (e.g., electrum, platinum-iridium, etc.) are often found embedded in abductee's necks. It is hypothesized that seelie put them there so that Seek Earth spells can be used to track down abductees. History spells cast on these allegedly give impressions that support seelie stories, but the "elfshot evidence" is often stolen or disappears before it can be studied by many scientists.

Elf Hills: Earth Vision spells cast on reported elf hills have sometimes found empty caverns inside, sometimes not.

Chimera Births: See *Chimera Origins* (p. 53).

Hellraker

169 points

These are monstrous warrior demons, 7-9 feet tall, with muscular humanoid bodies and sharp teeth. Their skin is usually very tough, leathery or scaled, typically crimson, gray, purple, corpse-white or dead-black in color. A Hellraker's head may look human, but it's just as likely to resemble a human-animal hybrid or be inhumanly monstrous. Other common features are horns, claws, a tail and batlike wings.

Hellrakers enjoy human flesh, though some prefer warm, fresh blood. If possible, they will play with their food...

Attributes: ST +5 [60]; DX +1 [10]; HT +5 [60].

Advantages: Demon [34]; Extra Hit Points +5 [25]; Sharp Teeth [5]. Select 100 points from among higher ST [varies], Claws [15-55], DR 1-10 [3/level], Extra Hit Points [5/level], Flight (Winged flight, -25%) [30], PD 1-3 [25/level], Regeneration [10-100] and Striker (Horns or tail) [varies].

Disadvantages: Appearance (Monstrous) [-25]; Bloodlust [-5]*; Frightens Animals [-5]; Murder Addiction [-60]. Select -30 points from among Bad/Poor Grip [-10/-5], Bad Temper [-10], Bully [-10], Increased Life Support (Eats twice as much) [-10] and Sadism [-10]*.

* Bloodlust and Sadism are reduced in value due to Murder Addiction (see p. C199).

Malebrachne

177 points

These "evil horns" are schemers, tempters and diabolical counsellors. They manifest in various forms, but most commonly as humans with small horns and pointed ears (concealable with a hat or long hair), and cloven hooves (concealable with boots). They may be fat, slim, ugly, handsome or anywhere in between. They're usually male, but come in both sexes; female malebrachne are often mistaken for succubi, which can offend them. Malebrachne who can turn invisible sometimes enjoy pretending to be "inner voices" by whispering in people's ears.

Attributes: ST +2 [20]; IQ +1 [10]; HT +2 [20].

Advantages: Charisma +3 [15]; Demon [34]; Extra Fatigue +5 [15]; Magery 1 [15]; Racial Skill Bonus (+3 w. Fast Talk) [3]. Select 60 points from among DR 1-2 [3/level], Extra Hit Points 1-5 [5/level], Innate Spell: Alter Body at IQ+5* (Self only, -30%) [9], Invisibility [40], PD 1-2 [25/level], Regeneration [10-50] and Voice [10].

Disadvantages: Sadism [-15].

* Includes Magery.

Succubus/Incubus

215 points

Succubi (as they're called in female form) or incubi (in male shape) are demons of carnal temptation. They are often summoned to perform seductions or rapes, or to satisfy sexual desires.

Succubi and incubi appear as beautiful humans, but many have small horns, bat wings or long flexible tails. Their razor sharp claws and fangs are fully retractable.

Some also have long forked tongues (which can be useful...). As personifications of lust, free incubi or succubi are drawn to the sex trade. They feed on life force during sex, but lovers normally attribute this to pleasurable exhaustion.

A succubus is not fertile, nor does an incubus generate its own sperm, but they can serve as "pollinators." A succubus is a receptacle for a male lover's sperm, and can store it for up to 50 hours. If she becomes an incubus during this period, he can then impregnate a woman. Thanks to this ability, these demons are often used as tools in sorcerous breeding programs.



Attributes: ST +2 [20]; DX +1 [10]; HT +3 [30].

Advantages: Appearance (Very Beautiful/Handsome) [25]; Demon [34]; Hermaphromorph [2]; Magery 1 [15]; Racial Skill Bonus (+3 w. Erotic Art) [8]; Racial Skill Bonus (+3 w. Sex Appeal) [3]; Sharp Teeth [5]; Voice [10]. Select 65 points from among Claws [15/25], Double-Jointed [5], DR 1-2 (3/level), Drug Factory [varies], Extra Hit Points 1-5 [5/level], Flight (Winged flight, -25%) [30], Innate Spell: Alter Body at IQ+5* (Self only, -30%) [9], PD 1-3 [25/level], Pheromone Control [25] and Regeneration [10-50].

Disadvantages: Broad-Minded [-1]; Lecherousness [-15]; Responsive [-1]; Self-Centered [-10].

Innate Spell:* Steal Strength at IQ+9 (Requires intimacy, -25%) [15].

* Include +1 for Magery.

Intelligent Animals

These beasts are thought to be evolved animals.

Chupacabra

42 points

A chupacabra (Spanish for "goatsucker") is a humanoid, 4-6 feet tall, with tough, gray skin, a big head and large, slanted glowing eyes. Spines run from its skull down its back, its legs bend like a chicken's, and its fingers and toes (three per limb) end in claws. It stalks prey in northern Mexico, Texas, Puerto Rico and, most recently, Florida. It was first sighted in the 1970s, and was often mistaken for a demon.

The chupacabra is named for its habit of sucking blood from goats, other livestock and, recently, humans. It never speaks, but gives vent to a nerve-rattling hiss. Seelieologists have connected it to cattle mutilations, and have offered escaped lab experiments involving captured faeries, early DNA magic and vampire genes as an explanation. It has been filmed but never captured, and many research institutes are interested in studying its habits.

Attributes: DX +3 [30]; IQ -2 [-15]; HT +2 [20].

Advantages: Bite (+1 damage) [35]; Claws (Talons) [40]; Danger Sense [15]; DR 2 [6]; Hermaphromorph [2]; Night Vision [10]; Regeneration (Slow) [10]; Spines (Short) [5]; Super Jump 1 [10]; Venom (1 level; Cloud of mist, +100%) [30].

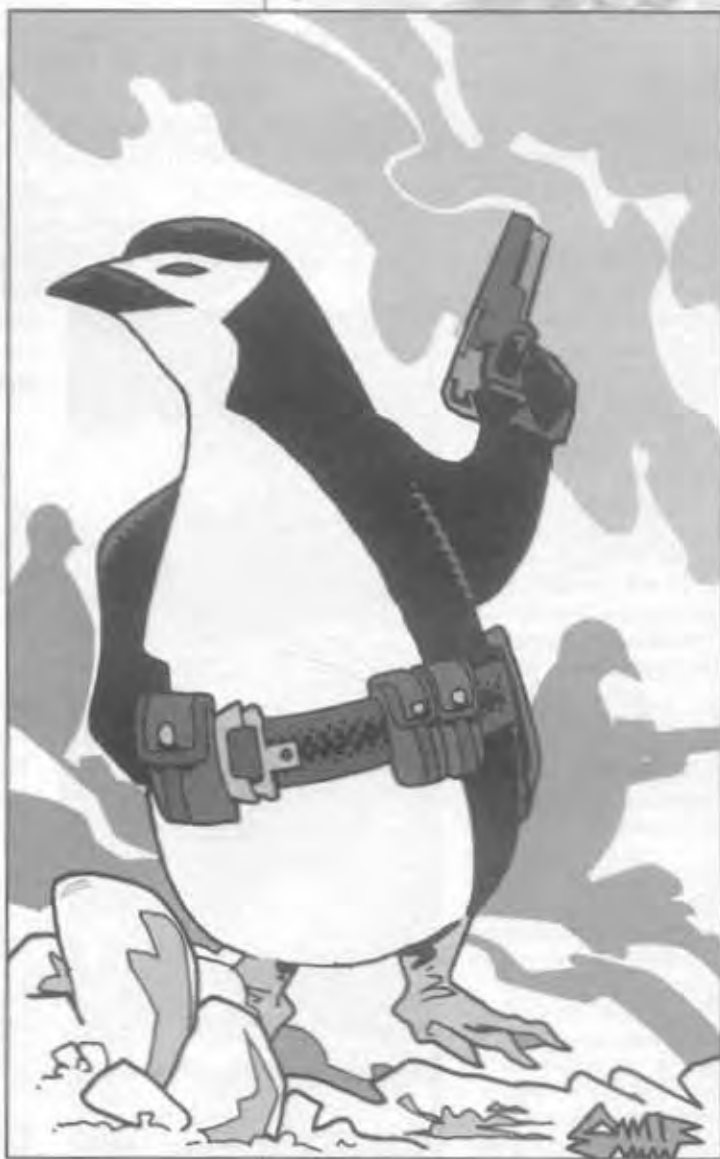
Disadvantages: Bestial (Extreme) [-15]; Bloodthirst [-15]; Dependency (Mana, common, constantly) [-25]; Frightens Animals [-5]; Illiteracy [-10]; Presentient [-20]; Primitive (TL0) [-35]; Reduced Hit Points -2 [-10]; Reduced Manual Dexterity -2 [-6]; Shyness [-5]; Trademark (Steals organs) [-5]; Uneducated [-5].

Killer Penguin

113 points

These are large (5-foot-tall) penguins whose fins have evolved crude fingers. In the 1950s and '60s, a number of them were captured by Soviet researchers and studied. Some were kept as pets and even taught Russian, while others were cruelly experimented on. Ultimately, all were dissected – but by then it was too late, for the Soviets were unaware of one crucial fact: *all* killer penguins shared a global consciousness!

Soon after the initial penguin captures, the beasts became more hostile and more organized. Explorers and isolated research stations were attacked. In the early 1970s, penguins were seen building igloos and developing communities. In 1981, a number of military grimoires were captured in a penguin attack on a Soviet outpost. The penguins learned magic, chiefly air and water spells.



POST-ABDUCTION EXPERIENCES

Some abductees who recall "seelie" encounters feel a sense of mission. They start anti-nuclear or ecology groups, or become involved in existing ones, and a few found religious groups like "Faerie Wicca" covens (in which seelie are seen as messengers of the Goddess) or Christian cults that regard seelie as angels.

Abductees and seelieologists often report being harassed by mysterious "Mages in Black" (MIBs) who claim to work for the government, and who confiscate elfshot or demand oaths of silence. Some seelieologists claim to have spotted black dragons hovering at night over areas where "will o' the wisp" lights have been seen or abductions have taken place. A few claim that covert military teams (Black Berets or combat engineers) have used Earth magic spells to cover up elf hills.

THEORIES ABOUT THE SEELIE

Who are they? What do they want? Many scientists believe seelie experiences to be delusions or hoaxes derived from other reports, novels, etc. It's true that seelie powers do seem to be reproducible through known spells, but does this make it more or less likely that "real faeries" are involved? Those who feel there is "something more" to the phenomenon usually believe one of the following:

1. Seelie are just who they say they are: the faeries of legend. Shy but magically powerful elves and goblins, they escaped when the mana faded and hid themselves – perhaps in Suspended Animation beneath the Earth. The return of magic awakened them. They are naturally concerned about our planet because it is also theirs.

2. Seelie are malign entities from another dimension, maybe even demons. Perhaps there are two factions: good seelie and ruthless "unseelie."

3. Seelie are an organized hoax perpetrated by human mages to mask the activities of a sinister conspiracy that is performing secret magical and genetic experiments. Suspects include the U.S. government, Leviathan Group (pp. 113-115), Condor Group (pp. 119-121), the Illuminati...

Some seelie believers combine these theories, claiming that the U.S. military's swift development of technomagic grew from having captured two seelie, perhaps after a rumored encounter near Roswell in 1947. These faeries were forced to teach spells or, if unseelie, made a deal that let them kidnap humans in exchange for magical items and assistance. The "black dragons" and other secret U.S. magical assets are the fruits of these agreements.

In August, 1990, while events in the Soviet Union and Iraq distracted the superpowers, the penguins began a systematic assault on human outposts in Antarctica. Penguin weather spells made human reinforcement difficult, although some supplies were teleported in and stations were fortified. By 1991, most American, Australian, British and Argentine settlements were evacuated. The last human outpost, Ice Station Zhukov, fell to a bloody assault in 1992.

As the rulers of Antarctica, the penguins are building ice cities, and have established a semi-Marxist fishing and magic-based economy (TL1-2, with a few high-tech elements). They may also be making magic items. They have sporadic contact with some human sympathizers, mostly communist and environmentalist radicals who see the penguins as the ultimate communist state.

Many intelligence experts are nervous about what is being called the "Penguin Collective": a city atop a very high-mana area, capable of massed ritual magic. Outside of Russia (which is broke, and busy with civil wars), there is little public support for "retaking Antarctica," however. Argentina and the United States are rumored to have planned or even mounted special operations – but these may well be aimed primarily at acquiring secret Soviet grimoires and magic items being held in penguin villages.

The penguins have captured Soviet military equipment and technology, including radios, snowcats and a few hundred AK-47s. They have developed a Shapeshift Others (Penguin) spell. Humans transformed join the penguin consciousness, but can be freed by being taken at least 1,000 miles from other penguins.

Attributes: ST -1 [-10].

Advantages: Amphibious [10]; Magery 1 [15]; Mindshare (Global consciousness, 1,000 miles, c. 12,000 Intelligent drones) [135]; Striker (Beak) [5]; Temperature Tolerance 3 [3]; Unfazeable [15].

Disadvantages: Bad Grip [-10]; Dependency (Mana, common, constantly) [-25]; Disturbing Voice [-10]; Fanaticism (Serve the collective) [-15].

The Seelie

Faeries, little people, elves... for thousands of years, people have reported strange encounters with capricious magical entities. Since the Trinity Event, the frequency of such sightings has increased dramatically in Trinity's Shadow and, to a lesser extent, worldwide. The popular name for these beings is "seelie."

Seelieology – the study of seelie reports – attracts hundreds of investigators. Reports include sightings of glowing will o' the wisps (often near NEMA power lines), fleeting "close encounters" in which an elfin shape may be seen in the deep woods, and the enigmatic and sometimes terrifying phenomenon of "seelie abduction."

Are seelie real faeries, or are they demons, magical hoaxes, misidentified elementals, secret government experiments, the result of an overindulgence in magic mushrooms, or perhaps mere figments of the imagination? A recent CNN/Time poll indicated that 52 percent of Americans believe seelie to be "real faeries." While most sightings can be rationalized away, a small, hard core of encounters remain that *defy conventional explanation*.

No templates are provided for seelie – they may or may not exist, after all! See sidebars pp. 63-66 for suggestions.



5. CHARACTERS AND CAMPAIGNS



"There's a rash of goat and cattle mutilations reported in the mountain country," Eric Keele enthused. "It could be the elusive Chupacabra! C'mon Daphne, how about we check it out?"

"I dunno," Daphne temporized. Flying about the New Mexico desert in mid-summer wasn't her idea of a thrilling weekend. "I've got an appointment with my furdresser Saturday morning and she..."

"Great, we can leave Saturday afternoon!" Eric said.

The phone buzzed. She snatched it like a life preserver. "Eric Keele, Entity Eradicator... Daphne speaking." She listened for a moment. "You saw our ad?" Daphne's eyes widened. "REALLY? Yeah, yeah. He will. No, he always carries the sword. Yeah, I agree. He's perfect."

Eric felt the blood rising. Another death-hunt... would it be a Hellraker, this time, or a vampire...?

"Yeah, great abs," Daphne was saying.

"Daphne!"

"Sorry," Daphne said. She covered the speaker with one hand. "It's Ashley Chou, photo editor of 'Superstud Monthly.' She wants you to pose for 'Men of Action' centerfold."

"I knew that ad was a mistake."

Daphne shrugged. "I've booked you for Monday," she said. "They pay a \$500, or \$1,500 if you do it shirtless."

Eric groaned. "I'm not..."

"You are. We're out of depleted necronium. You used up the entire clip on that undead dragon."

The phone rang again. "Eric Keele, Sexy Entity Eradicator, Daphne speaking." She listened for a moment, then reached down for a note book. "Cactus farm? Yeah, I guess they are pretty when they bloom, and... oh, I see. I didn't know the pollen... Cross-hybrid managenic experiment, huh? Yeah, I understand you don't want the authorities involved... no problem." Daphne put the phone down. "Eric, you ever dealt with a mutant toxic zombie walking cactus with strange powers over killer bee swarms?"

"Nope," Eric said. He strode over to the weapon rack, hefted the flamethrower. "Always a first time."

SUGGESTED STARTING POINT TOTALS

150 points is suitable for a fairly "realistic" campaign with competent humans and chimeras, professional mages, etc.

300 points allows a wider array of race and template combinations. It's a good choice if you want a campaign with catperson warlocks or demon street criminals, for instance.

500 points is suitable for games with very powerful characters: dragons, magic-using vampire spies, etc.

The GM is free to choose whatever point total he wants, of course!

Almost any kind of modern-day adventure can take place in this world. The daily news and contemporary dramas (especially action and horror fiction) are good sources of inspiration: just think about how the story would change in a world of magic!

Likewise, PCs can potentially have any occupation found on modern-day Earth, as well as a few unique wizardly professions. To give a campaign *some* coherence, the GM and players should first decide on a general theme, then create characters to fit. See the *Campaigns* sidebars (pp. 82-94) for some examples.

PCs can be designed from scratch as in the *Basic Set*, or created more quickly using the character templates described below. If creating a character from scratch, see the sidebars for suggested advantages, disadvantage and skills, and use the templates as guidelines for character archetypes.

Character Templates

A character template is a list of attributes, advantages, disadvantages and skills that a player can choose from to quickly build a specific character type. The point costs of these abilities are listed (in brackets []); their sum is the "template cost." The player pays this cost, selects the options desired (where multiple choices are listed), writes those abilities down on his character sheet and spends any remaining points to customize his character.

Templates are optional guidelines, not rules. It's perfectly all right to mix characters created with and without templates in the same campaign. Templates are just a way of speeding up character design; they have no in-play effects and aren't discount package deals. The abilities listed are only suggestions, just like those in the *Character Types* sections of other *GURPS* books. The player can alter any or all items on the template, or just use it for inspiration during ordinary character design.

Skills

A template's *primary skills* are those fundamental to its concept. *Secondary skills* are helpful skills it's hard to imagine omitting. *Background skills* are chosen for descriptive reasons rather than utility. Skills are listed in this format:

Skill Name (Difficulty) Relative Level [Point Cost]-Actual Level

Spells

Since wizards often have *many* spells of the same difficulty and skill level, they use an abbreviated listing like this:

Spells: Unless noted, one point was spent on each spell, giving skill *x* for most spells, *x*-1 if VH.

Spells are then listed with the college name in *italics*, followed by points spent on the spells of that college (in brackets []) and finally the spells themselves; e.g., *Air* [2]: Create Air, Purify Air.

Individual spells bought at skill levels higher than the base level list their level and cost explicitly; e.g., Lightning-14 [2].

Customization

Once a template is purchased, the player must customize it by spending any points remaining after subtracting its cost from starting character points. The template doesn't influence how these points are spent. If the template included fewer disadvantages than the campaign limit, more may be taken, giving extra points to spend. The same is true for quirks, which should always be selected by the player.



Character Templates vs. Racial Templates

Character templates are *not* the same thing as racial templates (see pp. CH173-180). Racial templates include attribute modifiers instead of attribute levels, advantages that aren't available on a less-than-racial basis, disadvantages that don't count against the campaign disadvantage limit, and racial skill modifiers.

The two types of template *can* be combined; e.g., a dragon character could select the "Soldier" template. When doing so, check for any duplicate advantages or disadvantages and alter character template cost accordingly. Racial attribute modifiers add to template attribute scores; remember to adjust affected skill levels to reflect these changes. Finally, make sure that the sum of racial and character template costs doesn't exceed the starting point total!

Template Descriptions

Some of these templates have two point costs. The first is for a "normal" character, the second for a wizard with Magery and spells. Note that templates represent very competent individuals – an "average" person will have considerably fewer points!

Alchemist

80 points

You manufacture elixirs for a living. A few alchemists own their own shops; these are common in ethnic communities, where locals prefer to buy from one of their own. In this age of industrial alchemy, though, these independents are being pushed out of business by huge pharmaceutical/alchemical corporations like Hermitech (pp. 113-114). Of course, big business isn't the only employer – nor the highest-paying. Black market demand for love potions, combat elixirs, etc., has led to secret labs springing up like mushrooms. An unscrupulous alchemist can make a very dangerous but extremely lucrative living working for organized crime.

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: A total of 30 points chosen from Acute Taste and Smell [2/level], Contacts (Street; skill-18, 9 or less, somewhat reliable) [3/contact], Magic Resistance [2/level], Patron (Corporation, 6 or less) [10] or (9 or less) [20], Resistant to Poison [5], Security Clearance [2/level], Wealth [10 or 20].

Disadvantages: A total of -30 points chosen from Absent-Mindedness [-15], Bad Smell [-10], Callous [-6], Curious [-5 to -15], Duty (Non-hazardous, 12 or less) [-5], Greed [-15], Hard of Hearing [-10], Reputation [-5], Selfish or Self-Centered [-5 or -10], Stubbornness [-5]. Criminal alchemists may have Enemy (Drug and Alchemy Enforcement Agency or a rival mob; 6 or less) [-15].

Primary Skills: Alchemy (M/VH) IQ+2 [16]-16 and either Chemistry or Pharmacy, both (M/H) IQ [6]-15.

Secondary Skills: Any four of Computer Operation (M/E) IQ+1 [2]-15; Merchant or Research, both (M/A) IQ [2]-14; Botany or Poisons, both (M/H) IQ-1 [2]-13, or Biochemistry (M/VH) IQ-2 [2]-12.

Background Skills: A total of 5 points in any of Cooking (M/E); Administration, Teaching or Writing, all (M/A); Thaumatology (M/VH); Language skills, or Driving (P/A).

ADVANTAGES

Some advantages are particularly appropriate or inappropriate for a *Technomancer* campaign.

Familiars

p. C137

Many wizards have pets and call them "familiars." This advantage is only required to start with a familiar that has a mystical bond with the mage. Two kinds of familiars are common:

Desktop Wizards: Intelligent computer operating systems (e.g., Manastar '98) that bond with their owner. They have all the mundane characteristics and vulnerabilities of software, but cannot be copied. Abilities: "Familiar can speak" (mental communication) [5] and "Familiar is intelligent" (IQ 9) [25]. As well, the mage has the Interface Jack advantage [10] when running programs on the desktop wizard's computer. Cost: \$3,500. 40 points.

Genies: Small, fuzzy creatures gengineered to bond with mages and serve as living energy batteries. Stats are as per a cat (p. B142), but ST is 4. Abilities: "Mage can draw Strength from familiar" [12] and "Familiar is intelligent" (IQ 7) [5]. Cost: \$5,000. 17 points.

PCs starting with these familiars needn't pay the dollar cost, just the point cost. Both points and dollars must be spent to acquire a familiar in play.

Demonic familiars are rumored; if they exist, create them using the guidelines on p. C137.

Continued on next page...



ADVANTAGES (CONTINUED)

Inherent Magic (Knacks) p. C138

Knacks began to appear in babies in the late 1960s: the side-effects of alchemy use and industrial enchantment. If a mother uses alchemical elixirs heavily during pregnancy, her baby may develop a Knack related to their effects. Elixir use while pregnant can also cause magical birth defects (p. 74), so this is *not* a safe way to get "super baby"!

If a mother is an industrial enchanter, she may spend long hours focused on a particular spell. Her baby may develop a Knack for whatever spell she was working on when it was conceived, or a more appropriate related one; e.g., a mother working in a flying carpet factory could have a baby with a Flight or Levitation Knack.

In either case, Knacks occur in only a few percent of exposed pregnancies. They don't seem to be hereditary.

Magic Resistance p. B21

About one in 1,000 people has natural magic resistance. High levels are very useful in some action-oriented professions. Of course, it can be dangerous if you need a Healing spell or have to Teleport...

Magical Aptitude p. B21

In and around Trinity's Shadow, about 1 in 100 people has Magery 1, one in 400 has Magery 2, and one in 1,000 has Magery 3. Ninety percent of adult mages are trained wizards. The rest have rejected wizardry on religious grounds, aren't interested, or are handicapped in some way that keeps them from becoming wizards.

A person with Magery 1 can generally get a decent job with any business or organization that uses wizards. Somebody with Magery 2 is virtually guaranteed a scholarship to the university thaumaturgy program of his choice, or a high-paying job with any wizard-using business or organization. Anybody who possesses Magery 3 will be sought after by everyone as soon as his talent is identified, and can write his own ticket in any field requiring a wizard.

Beyond Trinity's Shadow, one in 1,000 people has Magery 1, one in 10,000 has Magery 2, and one in 100,000 has Magery 3. Magical education lags behind, with only about 50 percent of mages being wizards; many of the rest don't realize that they have Magery, or come from a region where "sorcery" is considered evil.

Several hundred distinct spells are presently known; see *State of the Art* (p. 16).

Continued on next page...

Artist 75/85 points

You're a fine or commercial artist. You might work with traditional techniques, or you could be one of the new breed of magical artists:

Phantasists create 3-D images, sounds and even scents using spells. Some are performance artists, while others record their creations. The best-paid of these are commercial "illusionary graphics and sound" (IGS) artists who do imagery for movies, television, print media and software.

Body styling is another vibrant field, with *Alter Body* and *Alter Visage* spells warping the human canvas in beautiful or disturbing ways. Some practice on themselves; others prefer models. Originally an underground counterculture phenomenon, the commercial field has been absorbed into the larger fashion industry. Many runways feature "exotics," reshaped by designers who see the human form as a challenge to be overcome.

Modern dancing has a new dimension of freedom with the *Levitation* and *Wallwalker* spells. *Shapedancing* is a bold new movement, drawn from shamanic traditions, where dancers transform themselves into animal forms; the ritual is part of the dance.

Reshape, Shape Stone and Shape Metal spells and items offer precise new tools to traditional sculptors. Then there's the delicate art of *weather sculpting*, where the leading artists strive for subtle light and color rather than flash and thunder.

The underground *necrogoths* raise undead or demons (often succubi) to model for paintings, photo shoots or fashion shows. *Thanatic theater* uses zombie actors or dancers, often satirically. The "shiny toys" of an anonymous Albuquerque sculptor surfaced in 1998, in a Greenwich Village gallery. These Gigeresque constructs were sculpted from junkyard scrap laid over the animated skeletons of zombie snakes and rodents.

Attributes: ST 10 [0], DX 12 [20], IQ 13 [30], HT 10 [0].

Advantages: A total of 35 points in Appearance [5 to 25], Double-Jointed [5], Fashion Sense [5], Fit [5], Magery 1 or 2 [15 or 25], Reputation [varies], Sensitive [5], Single-Minded [5], Strong Will [4/level].

Disadvantages: A net -25 points chosen from Bad Temper [-10], Enemy (Law enforcers, for necrogoths; 6 or less) [-15], Glory Hound [-15], Intolerance (Rival art school) [-5], Jealousy [-10], Manic-Depressive [-20], Obsession [-5 to -15], Poverty [-10], Reclusive [-10], Selfish [-5], Skinny [-5], Stubbornness [-5], Workaholic [-5].

Primary Skills: One of Dancing or Sculpting, both (P/A) DX+2 [8]-14, or Illusion Art or Thanatology, both (M/H) IQ+2 [8]-15.

Secondary Skills: Any two of Choreography, Performance, Photography, Poetry, Scene Design or Video Production, all (M/A) IQ [2]-13, or Artist or Directing, both (M/H) IQ-1 [2]-12.

Background Skills: A total of 3 points in any of Scrounging (M/E); Acting or Streetwise, both (M/A); Musical Instrument (any) (M/H); Carousing (P/A; HT); Driving (P/A), or Singing (P/E; HT).



Spells*: Must have Magery 1. Spend 10 points on spells, or pick *one* of the 10-point sets below. Unless noted, one point was spent on each spell, giving 12 for most spells, 11 with VH.

1. Phantasiist: *Illusion and Creation* [9]: Complex Illusion, Control Illusion, Dispel Illusion, Illusion Disguise, Illusion Shell, Independence, Know Illusion, Perfect Illusion, Simple Illusion. *Sound* [1]: Sound.
2. Sculptor: *Air* [1]: Purify Air. *Earth* [3]: Earth to Stone, Seek Earth/Metal, Shape Earth. *Fire* [1]: Ignite Fire. *Making and Breaking* [4]: Find Weakness, Reshape-13 [2], Weaken. *Water* [1]: Seek Water.
3. Shapedancer: *Animal* [2]: Any two Shapeshifting (VH) spells. *Body Control* [4]: Clumsiness, Dexterity, Itch, Spasm. *Movement* [4]: Apportation, Haste, Levitation, Wallwalker.
4. Weather Artist: *Air* [10]: Control Air Elemental, Create Air, Lightning, Predict Weather, Purify Air, Shape Air, Summon Air Elemental, Walk on Air, Whirlwind, Windstorm.
5. Necrogoth (requires Magery 2): *Healing* [2]: Lend Health, Lend Strength. *Meta-Spells* [2]: Scryguard, Scrywall. *Necromantic* [6]: Control Zombie, Death Vision, Sense Spirit, Summon Spirit, Zombie and either Animation (VH) or Skull-Spirit. Alternatively, spend 1 point less on background skills, take one spell from each of 10 colleges and learn Summon Demon.

* Includes +1 for Magery 1; add +1 for Magery 2.

Astronaut or Astromancer

120/200 points

The first astronauts or cosmonauts were fighter pilots. Then teleportation replaced rocketry, and having "the right stuff" gained a new meaning. But they're still the nation's elite . . .

An astronaut is trained space crew; an astromancer is an astronaut with specialized magical abilities. The least glamorous but most vital job for astromancers is ground launch: a circle of mages uses ceremonial magic to teleport itself. Others perform similar jobs aboard space stations or the moon base, or jump out to perform repairs or upgrades on satellites. If an astromancer has never been there before, he may rely on imagery from telescopes, TV cameras, Wizard Eyes or crystal balls.

Ships intended for translunar and interplanetary missions are built from components teleported into orbit and assembled in space. Spacecraft going further than the moon use nuclear or ion rockets, as interplanetary distances are too great for mages to safely cross. Once at the destination, the astromancer teleports crew and equipment to and from the surface.

Wizards perform other functions as well: Force Domes are vital to protect against radiation storms. Technological spells help to control and maintain complex ship systems. Telepathy is used for communication. Suspended Animation facilitates long voyages, etc. Astromancers, like all astronauts, are also cross-trained in mundane astronautical, technical and scientific fields.

ADVANTAGES (CONTINUED)

Psionics

p. B165ff

Psionic powers aren't a part of this setting. If a psi from another world visits, his powers don't work. Psi-static from the Hellstorms? Maybe so . . .

Security Clearance

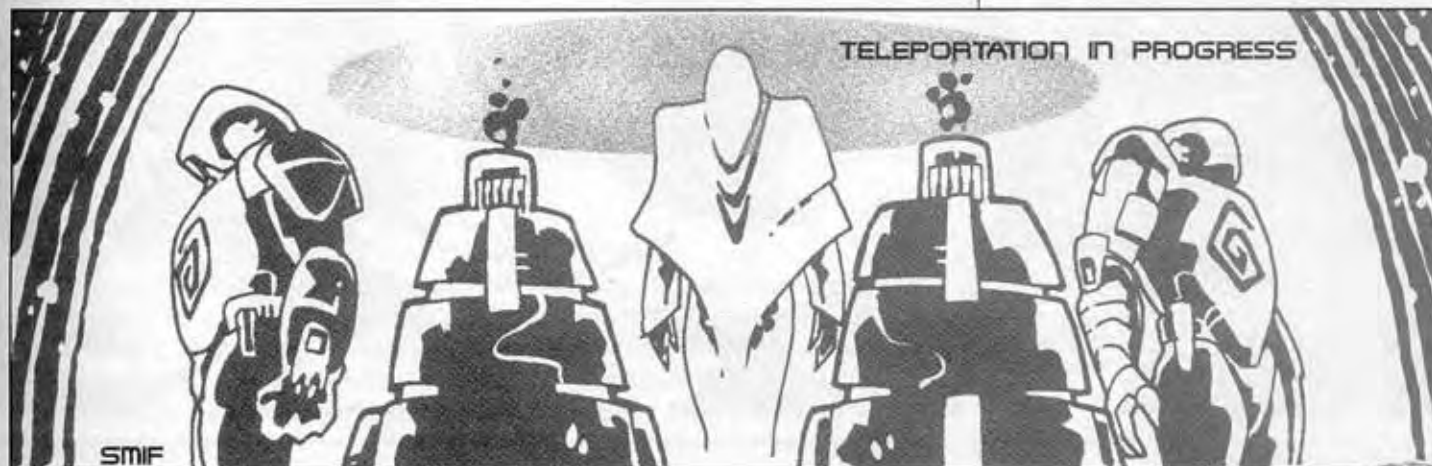
p. C129

At least one level of this advantage is required to start with a classified spell (p. 16) or the formula of a controlled elixir (p. 51). The GM may opt to further restrict the number or type of classified spells or formulae to suit his campaign, depending on the organization that granted the clearance, the level and type (2- or 5-point) of Security Clearance possessed, and the individual's legitimate "need to know."

OTHER ADVANTAGES

About one in 10,000 people descended from parents exposed to the manafall has one or more of Awareness (p. C133), Channeling (p. C134), Divination Talent (p. C136), Harmony with the Tao (p. C138), Karmic Ties (p. C139), Limited Magery (p. C139), Lunar Influence (p. C139), Medium (p. C141), Natural Spellcasting (p. C141), Oracle (p. C142), Second Sight (p. C143), Special Rapport (p. C146), Spirit Empathy (p. C146), True Faith (p. C147) and Visualization (p. C147).

Other "Occult and Paranormal Advantages" (pp. C133-48) – and *all* "Racial and Super Advantages" (pp. C149-71) – should be considered unavailable outside of racial templates.



DISADVANTAGES

Some disadvantages are also especially appropriate or inappropriate for a *Technomancer* campaign.

Addiction p. B30

The addictions below are unique to this setting. A member of any corporeal race can be a spelljack addict, but only humans, halflings and chimeras can be demonality, PHTP or vampire addicts.

Demonality Addiction: You crave sex with succubi or incubi. Free*, incapacitating, illegal. -15 points.

* If the addict can cast Summon Demon. If not, necromantic pimps or demon prostitutes can be found charging \$200-300 a night. -30 points.

PHTP Addiction: You crave the Magery-enhancing drug, purified human theokinesin protein (p. 51). \$200/day, highly addictive, illegal. -25 points.

Spelljack Addiction: You crave *spelljack*, a magical stimulant refined from cocaine and crushed Powerstones. A dose lasts eight hours, during which time the user reduces the energy cost of casting or maintaining spells by one (exactly as if his skill were 15+, but cumulative with reductions for high skill) and has the Overconfidence disadvantage. Side effects include warm skin and eyes that glow like hot coals. \$100/day, stimulating, totally addictive, illegal. -20 points.

Vampire Addiction: You crave the sensation of having your blood drunk by a vampire. Free, incapacitating, highly addictive, illegal. -20 points.

Continued on next page...

Astromancers serve aboard *military* spacecraft and space stations as well. Some perform recon tasks; others are space warlocks, ready to erect domes or shields at a moment's notice (often warned by Danger Sense), or if necessary, teleport a rock into an hostile satellite's path or a boarding party to the hull of an enemy vessel.

Attributes: ST 10 [0], DX 12 [20], IQ 15 [60], HT 11 [10].

Advantages: Status 1 [5], and 20 points chosen from 3D Spatial Sense [10], G-Experience [10], Improved G-Tolerance [5 or 10], Military Rank or Courtesy Rank [5 or 1/level], Reputation (Decorated) [varies], Security Clearance 1-3 [5/level], Wealth [10 or 20]. Astromancers add Magery 3 [35] as well.

Disadvantages: A total of -20 points in Chummy [-5], Code of Honor (Officer's) [-5], Duty (Reactivation, 6 or less) [-2] or (9 or less) [-5], Fanaticism (Patriotism) [-15], Honesty [-10], Jealousy [-10], Odious Personal Habit ("By the book") [-5], Overconfidence or Glory Hound [-10 or -15], Sense of Duty (His command) [-10], Stubbornness [-5], Workaholic [-5].

Primary Skills: Body Sense (P/H) DX [4]-12, Free Fall (P/A) DX+1 [4]-13, Vacc Suit (M/A) IQ-1 [1]-14, and *one* of these 10-point options:

1. Astrogation and Leadership, both (M/A) IQ [1]-14, and Piloting (Spacecraft type) (P/A) DX+2 [8]-14.
2. Cartography, Electronics Operation (Communications) and Electronics Operation (Sensors), all (M/A) IQ [2]-15, and SIGINT Collection/Jamming and Traffic Analysis, both (M/H) IQ-1 [2]-14.
3. Engineer (Vehicles) (M/H) IQ+1 [6]-16, Shipbuilding (Spaceship) (M/A) IQ-1 [1]-14, and *all three* of Mechanic (Jet Engine), (Power Reactor) and (Rocket), all (M/A) IQ-1 [1]-14.
4. A total of 10 points in at least *two* of Planetology (any), Prospecting or Xenobiology (any), all (M/A), or Astronomy, Physics or Psychology, all (M/H).
5. Brawling (P/E) DX [1]-12, Guns (any) (P/E) DX+2 [1]-14*, Gunner (Missiles or Lasers) (P/A) DX+3 [4]-15* and Tactics (M/H) IQ [4]-15.

* Includes +2 for IQ.

Secondary Skills: Computer Operation (M/E) IQ-1 [½]-14, Parachuting (P/E) DX-1 [½]-11, Thaumatology (M/VH) IQ-3 [1]-12.



Background Skills: A total of 4 points (1 point if a mage) in any of Administration (M/A); Intelligence Analysis or Strategy (Space), both (M/H); Language skills; Guns (any) (P/E), or Driving (any) or Piloting (any), both (P/A).

Spells:** Astromancers only! Unless noted, one point was spent on each spell, giving 16 for most spells, 15 if VH.

Air [2]: Create Air, Purify Air.

Communication and Empathy [2]: Sense Foes, Sense Life.

Earth [2]: Seek Earth/Metal, Shape Earth.

Fire [2]: Extinguish Fire, Ignite Fire.

Healing [3]: Lend Health, Lend Strength, Minor Healing.

Knowledge [2]: Pathfinder, Seeker.

Movement [18]: Apportation, Levitation, Teleport (VH)-18 [8], Teleport Other (VH)-18 [8].

Protection and Warning [2]: Force Dome, Weather Dome.

Technological [4]: Conduct Power (VH), Draw Power (VH), Seek Power, Steal Power (VH).

Water [3]: Create Water, Purify Water, Seek Water.

Plus any one of these 8-point sets:

1. *Movement [8]:* Another 8 points in Teleport (VH) or Teleport Other (VH), adding +2 to one or +1 to both.

2. *Communication and Empathy [5]:* Mind-Reading, Mind-Sending, Sense Emotion, Telepathy (VH), Truthsayer. *Light and Darkness [1]:* Infravision. *Mind Control [1]:* Keen Eyes. *Technological [1]:* Spectrum Vision (VH).

3. *Making and Breaking [5]:* Find Weakness, Rejoin, Repair, Restore, Weaken. *Technological [3]:* See Radiation, Seek Radiation, Shape Metal.

4. *Food [2]:* Decay, Test Food. *Healing [2]:* Awaken, Sterilize. Plus one of:

(a) *Healing [4]:* Cure Disease, Major Healing (VH), Restoration (VH), Sense Disease.

(b) *Healing [1]:* Suspended Animation. *Mind Control [3]:* Daze, Foolishness, Sleep.

(c) *Earth [1]:* Earth Vision. *Knowledge [1]:* Measurement. *Water [2]:* Shape Water, Ice Vision.

5. *Meta-Spells [4]:* Magic Resistance, Scryguard, Scrywall, Spell Shield. *Protection and Warning [4]:* Sense Danger, Teleport Shield, Utter Dome, Watchdog.

** Include +3 for Magery.

Customization Notes: Primary skill and spell sets conform to these specialties: 1. command/pilot, 2. communications and sensors, 3. engineering, 4. sciences, 5. weapons/defense. It's recommended that characters take matching skill and spell sets.

Criminal

80/90 points

You're a professional lawbreaker. This template is suitable for street criminals (from burglars to hookers), but more skilled crooks may prefer *Cyberwiz* (p. 77), *Spook* (p. 91) or even *Warlock* (p. 94). To "criminalize" any template, add Patron (Crime boss), Enemy (Law enforcers) or Greed.

Attributes: ST 10 [0], DX 13 [30], IQ 13 [30], HT 10 [0].

Advantages: A total of 30 points chosen from Alertness [5/level], Appearance [5 to 25], Charisma [5/level], Contacts (Street; skill-18, 9 or less, somewhat reliable) [3/contact], Danger Sense [15], Daredevil [15], Double-Jointed [5], Luck [15], Magery 1 [15] or Magic Resistance [2/level], Manual Dexterity [3/level], Night Vision [10], Patron (Crime lord, reasonably powerful, 9 or less) [15], Versatile [5], Wealth [10 to 30].

DISADVANTAGES (CONTINUED)

Age

p. B27

Since the Hellstorm occurred in the summer of 1945, no changelings can be older than (campaign start date - 1945).

Code of Honor

p. B31

The following are especially appropriate for certain character types:

Officer's Code of Honor: For military officers. Never break your word. Never ignore an insult to your country, service or flag. Follow the "rules of war" (the Geneva Convention, more or less); in particular, see to the fair and humane treatment of enemy soldiers and civilians who surrender to your forces. -5 points.

Professional Ethics: For physicians, psychologists, lawyers, etc. This includes doctor-patient or attorney-client confidentiality, keeping the patient's or client's interests foremost, obeying the law, etc. -5 points.

Stay's Bought: Suitable for underworld types and some demons. No matter how dishonest the character is normally, he'll keep his word and honor a contract once he's taken a payment. -5 points.

Wiccan Rede: Followed by many Wiccans (and some other neo-pagans), usually expressed as "An' it harm none, do what you will." If taken seriously, this combines the disadvantage Pacifism (Self-Defense Only) with a preference for situational ethics and a respect for others' rights to live nonconformist lifestyles. -15 points.

Intolerance

p. B34

Intolerance of mundanes toward mages or human chimeras (or vice versa) is not uncommon, and is worth -5 points. Intolerance toward vampires, dragons or a particular breed of human chimeras is worth -1 point.

Secret

p. C178

A vampire secretly living among humans faces execution if discovered, qualifying for the "Possible Death" level (-30 points). A demon in the same situation faces "Imprisonment or Exile" (-20 points) if his infernal origin becomes known. Foreign spies also face imprisonment or exile (-20 points).

Unique

p. C199

While this world is an alternate earth of sorts, Unique is only appropriate if the campaign is going to involve regular visits to other timelines.

BIRTH DEFECTS

The children of people exposed to the manafall sometimes suffered from magical birth defects instead of being born mages or chimeras. Such defects can also occur in babies born to parents who are exposed to other sources of mana-active radiation (e.g., those who work or live near leaky waste dumps) or who make heavy use of elixirs while pregnant. Some rare magical diseases can cause these defects as well. "Birth defect" disadvantages include Accelerated Aging (p. CI101), Cursed (p. CI96), Jinxed (p. CI98), Magic Susceptibility (p. CI98), Weirdness Magnet (p. CI100) and possibly others, at the GM's discretion.

CRIPPLING DISADVANTAGES

Unless the GM rules otherwise, a crippling disadvantage like *Lame*, *One Arm*, *One Eye* or *One Hand* means that the *Regeneration* spell has already been tried – and it failed! As a result, it cannot be attempted again in order to remove the disadvantage.

Disadvantages: A total of -35 points chosen from *Callous* [-6], *Code of Honor* (Pirate's or "stays bought") [-5], *Compulsive Lying* [-15], *Enemy* (Law-enforcement agency; 6 or less) [-15], *Greed* [-15], *Kleptomania* [-15], *Laziness* [-10], *Light Sleeper* [-5], *Loner* [-5], *Obsession* (Stealing a particular item) [-5], *Overconfidence* [-10], *Reputation* (Crook) [varies], *Secret* (Almost anything!) [-5 to -20], *Selfish or Self-Centered* [-5 or -10], *Social Stigma* (Outlaw) [-15], *Status* -1 [-5], *Trademark* [-1 to -15], *Trickster* [-15].

Primary Skills: Area Knowledge (any) (M/E) IQ [1]-13, *Stealth* (P/A) DX [2]-13, *Streetwise* (M/A) IQ [2]-13.

Secondary Skills: *Running* (P/H; HT) HT-1 [2]-9, and three skills from each of these two lists (or just spend a net 12 points on them):

I. *Panhandling* (M/E) IQ+1 [2]-14; *Acting*, *Courtesan*, *Fast-Talk*, *Fortune Telling*, *Gambling*, *Intimidation* or *Merchant*, all (M/A) IQ [2]-13, or *Sex Appeal* (M/A; HT) HT [2]-10.

II. *Computer Operation* (M/E) IQ+1 [2]-14; *Electronics Operation* (Communications or Security Systems), *Holdout*, *Lockpicking*, *Shadowing* or *Traps*, all (M/A) IQ [2]-13; *Brawling* (P/E) DX+1 [2]-14; *Guns* (any) (P/E) DX+3 [2]-16*; *Climbing* or *Filch*, both (P/A) DX [2]-13, or *Escape*, *Pickpocket* or *Sleight of Hand*, all (P/H) DX-1 [2]-12.

* Includes +2 for IQ.

Background Skills: A total of 6 points in *Disguise* or *Survival* (Urban), both (M/A); *Forgery* or *Poisons*, both (M/H); *Computer Hacking* (M/VH); *Fast-Draw* (any) or *Knife*, both (P/E); *Carousing* (P/A; HT), or *Driving* (any) (P/A).

Spells:** Must have *Magery* 1. One point was spent on each of the following spells, giving base skill level 12, 11 with VH.

Communication and Empathy [1]: *Sense Foes*.

Movement [1]: *Apportation*.

Plus one of the following 8-point sets:

1. *Knowledge* [4]: *Aura*, *Detect Magic*, *See Secrets*, *Seeker*. *Movement* [2]: *Locksmith* and one of *Levitation*, *Lockmaster* or *Wallwalker*. *Technological* [2]: *Seek Machine*, *Seek Power*.

2. *Communication and Empathy* [5]: *Borrow Number*, *Hide Thoughts*, *Seek Number*, *Sense Emotion*, *Truthsayer*. *Meta-Spells* [2]: *Scryguard*, *Scrywall*. *Protection and Warning* [1]: *Magelock* or *Sense Danger*.

3. *Body Control* [3]: *Itch*, *Pain*, *Spasm*. *Communication and Empathy* [3]: *Persuasion*, *Sense Emotion*, *Truthsayer*. *Illusion and Creation* [2]: *Simple Illusion* and either *Illusion Disguise* or *Illusion Shell*.

4. *Communication and Empathy* [1]: *Sense Emotion*. *Mind Control* [7]: *Bravery*, *Daze*, *Fear*, *Foolishness*, *Forgetfulness*, *Loyalty*, *Panic*.

5. *Making and Breaking* [1]: *Immediate Action*. *Movement* [6]: *Hail of Lead*, *Haste*, *Poltergeist*, *Steady Hand* and two of *Great Haste* (VH), *Magic Bullet*, *Wallwalker* or *Winged Knife*. *Protection and Warning* [1]: *Missile Shield*.

** Includes +1 for *Magery*.

Customization Notes: Spell sets correspond to: 1. burglar, 2. drug dealer, fence or gang boss, 3. hooker or con-man, 4. pimp, kidnapper or robber, 5. enforcer or hit man.



Emergency / Rescue Team Member 65/110 pts

You work for an emergency-services unit, big-city fire department, paramedic team, hazardous materials/entities team (HazMET) or similar agency. You may be called upon to work in burning or collapsed buildings, underwater, and other dangerous environments. Unexploded bombs, chemical spills and magical accidents are often sealed off with Force Dome first!

Attributes: ST 11 [10], DX 11 [10], IQ 13 [30], HT 11 [10].

Advantages: A total of 20 points if a non-wizard – or 10 points if a wizard – chosen from Alertness [5/level], Disease-Resistant or Immunity to Disease [5 or 10], Fearlessness [2/level], Fit [5], High Pain Threshold [10], Higher Purpose (Save lives) [5], Luck [15/30], Reputation (Life saver) [varies], Toughness (DR 1) [10]. Wizards add Magery 1 [15] as well.

Disadvantages: A total of -30 points chosen from Cannot Harm Innocents [-10], Dependents [varies], Duty (To agency) or Extremely Hazardous Duty [-5 to -20], Guilt Complex [-5], Honesty [-10], Overconfidence [-10], Sense of Duty [-5 to -15], Stubbornness [-5].

Primary Skills: First Aid (M/E) IQ [1]-13, Professional Skill (Rescue Worker) (M/A) IQ+1 [4]-14.

Secondary and Background Skills: Computer Operation (M/E) IQ-1 [½]-12, Electronics Operation (Communication) (M/A) IQ-1 [1]-12, Swimming (P/E) DX-1 [½]-10, and 8 points distributed among Leadership, Mechanic (any), NBC Warfare, No-Landing Extraction or Scuba, all (M/A), or Boating, Climbing, Driving (any) or Piloting (any), all (P/A).

Spells*: Must have Magery 1. One point was spent on each of the following spells, giving base skill level 12, 11 with VH.

Air [3]: Create Air, Purify Air, Shape Air.

Communication and Empathy [1]: Sense Life.

Earth [5]: Earth to Air, Earth Vision, Seek Earth/Metal, Shape Earth, Shape Stone.

Fire [8]: Cold, Create Fire, Extinguish Fire, Fireproof, Heat, Ignite Fire, Resist Fire, Shape Fire.

Healing [3]: Lend Health, Lend Strength, Minor Healing.

Knowledge [1]: Wizard Eye.

Light and Darkness [2]: Dark Vision, Infravision.

Mind Control [2]: Keen Ears, Keen Eyes.

Movement [2]: Apportation and either Slow Fall or Levitation.

Protection and Warning [2]: Force Dome, Weather Dome.

Water [7]: Breathe Water, Create Water, Destroy Water, Purify Water, Seek Water, Shape Water, Water Vision.

Plus one of these 4-point sets:

1. *Fire [2]:* Control Fire Elemental, Summon Fire Elemental. Either *Earth [2]* or *Water [2]:* Control Elemental, Summon Elemental.

2. *Food [2]:* Decay, Test Food. *Healing [2]:* Sense Disease, Sterilize.

3. *Necromantic [4]:* Banish-14 [4].

4. *Technological [4]:* Metal Vision, Seek Power, Shape Metal, Stop Power.

* Includes +1 for Magery.

SKILLS

Certain skills are changed, or are especially appropriate or inappropriate, in the *Technomancer* world.

Alchemy pp. B59, C1148, M98

Alchemy is taught in college-level courses. It is a recognized and high-paying professional field and, especially for drug companies, a multi-billion-dollar business. See *GURPS Magic* for general alchemy rules, and pp. 48-51 for modern industrial alchemy, new elixirs and a list of controlled formulae (require Security Clearance, p. 71).

Beam Weapons p. B49

Not widely known, but members of some elite police and military units are taught Beam Weapons (Blaster) for portable mana-disruptors and Beam Weapons (Laser) for ghost-dynamic lasers.

Esoteric Skills pp. C1137-145

Eastern disciplines, like Mountain Heart or Invisibility Art, can be part of the background if the GM wishes.

Flight p. C1131

Dragons or winged demons who learn aerial acrobatics take Flight (Winged); acrobatic wizards or air elementals learn Flight (Unwinged).

Illusion Art p. C1148

Illusionists working in professional fields – e.g., as Hollywood special-effects wizards – should have this skill.

Continued on next page...



SKILLS (CONTINUED)

Language Skills pp. B54-55

Most nonhumans speak whatever human language they grew up with; in the United States, this is normally English, Spanish or both. One exception is elementals: each species has a distinct language which is M/A for its members, M/VH for other species – including other elementals.

Magic Breath and Magic Jet p. C1148

Magic Breath is not widely known except by military-age dragons; Magic Jet is common among wizards who use direct attack spells for self-defense.

Meteorology p. B61

Widespread localized weather-control spells have made long-term weather prediction very difficult. *Triple* penalties if the meteorologist doesn't have access to up-to-date reports from mages with Predict Weather spells; otherwise, double the penalties!

Occultism pp. B61, C1157

In this setting, Occultism covers the study of the supernatural and mysterious that existed *before* the Hellstorm. It's of interest to those who seek out old grimoires. The specializations Occultism: Demonology and Occultism: Vampire (p. C1157) do cover modern knowledge, however.

Probability Physics p. C1158

This skill relates directly to the physics underlying the Hellstorm and magic in general; therefore, add Thaumatology-12+ to its prerequisites in this setting.

Riding pp. B46, C1128

Riding (Dragons) is a separate specialization. Dragons may take Riding (Being Ridden).

Continued on next page...

Entertainer

80/95 points

You're an actor, talk-show host, comedian, TV news person, singer, model or other live performer, either magical or mundane. You're probably good-looking, thanks to the Alter Visage spell. It's not all bright lights, though. More and more, independent illusions are taking parts away from actors in commercials, as extras, and as stunt doubles. Why hire a hundred extras for a crowd scene when an IGS wizard can fill the street with phantoms? Owing to the loss of these entry-level acting jobs, breaking into show biz is harder than ever before. Don't give up your day job...

If you're an aspiring musician, you're in better shape – especially if you're a mage. Some rock and folk-rock wizards use their magic to weave sound, light and illusion shows, or to pull off stunts like flying onto stage or using Great Haste to play at superhuman speeds. Others "reach out" with Mind Control spells to manipulate willing audiences, or transform concerts into rites of ceremonial magic, drawing energy from the fans, even summoning elementals, spirits or demons on stage.

In the 1960s and '70s, many harmless mana-rock bands were boycotted by angry parents or busted by the cops, and a few wild bands really did mess with minds, souls and demonic powers. Today, the mainstream is tamer: mystic sound-and-light shows are commonplace in pop, folk and rap, but staged mind control and ceremonial rituals require PRA permits, some off-duty SWAT cops to baby-sit and waiver forms on the tickets. Still, there *are* underground clubs where no one gives a damn if the audience gets mind-raped, and where the act may include zombies, vampires or demons.

Many mundane bands look down on "rock mages" as a gimmick, while reluctantly acknowledging that, yeah, a few of 'em can rock and roll. Since the 1960s, many of the most hyped (if not the most enduring) rock stars and stage actors have been wizards. In Japan, a teen-ager with a cute voice and magical powers can have a meteoric career as the latest "magical idol." Still, a lot of decent mundane bands will try to get a rock magician to front for them – just as they'll try to find a lead singer with sex appeal. Ultimately, though, it's the music that sells records, and even a mundane band with a good sound can get its foot in the door... or so the critics hope.

Attributes: ST 10 [0], DX 12 [20], IQ 12 [20], HT 11 [10].

Advantages: A total of 35 points chosen from Appearance [5 to 25], Charisma [5/level], Empathy [15], Fashion Sense [5], Luck [15], Musical Ability [1/level], Rapier Wit* [5], Reputation [varies], Versatile [5], Voice [10], Wealth [10 or 20]. Wizards *must* spend 25 of those points on Magery 2 [25].

* With the GM's permission!

Disadvantages: A total of -35 points chosen from Addiction [-5 to -15], Chummy or Gregarious [-5 or -10], Compulsive Carousing [-5], Jealousy [-10], Lecherousness [-15], Overconfidence or Glory Hound [-10 or -15], Poverty [-10 or -15], Trademark [-1 to -15].

Primary Skills: Any *two* of Acting, Bard or Performance, all (M/A) IQ+3 [8]-15; Musical Instrument (any) (M/H) IQ+2 [8]-14; Singing (P/E; HT) HT+3 [8]-14, or Dancing (P/A) DX+2 [8]-14.

Secondary Skills: *Either* a total of 8 more points in any of the primary skills, *or* any *two* of Musical Notation (M/E) IQ+2 [4]-14; Poetry (M/A) IQ+1 [4]-13; Musical Composition or Ventriloquism, both (M/H) IQ [4]-12; Juggling (P/E) DX+2 [4]-14; Stage Combat (P/A) DX+1 [4]-13, or Acrobatics or Sleight of Hand, both (P/H) DX [4]-12.

Background Skills: A total of 6 points in any of Make-Up or Savoir-Faire, both (M/E); Scene Design, Video Production or Writing, all (M/A); Sex Appeal (M/A; HT), or Carousing (P/A; HT). Those with Leadership (M/A) at 12+ can also select Choreography (requires Dancing at 12+), Conducting (requires two Musical Instrument skills at 12+) or Fight Choreography (requires Stage Combat at 12+), all (M/A), or Directing (M/H) (requires Performance at 12+).

Spells*: Must have *Magery 2*. Unless noted, one point was spent on each of the spells below, giving base skill level 12, 11 with *VH*.

Communication and Empathy [5]: Sense Emotion-14 [4], Sense Foes.

Plus any one of these 10-point sets:

1. *Air, Earth, Fire or Water [10]:* Any 8 elemental spells of one element, plus *Summon and Control Elemental*.
2. *Air [1]:* Purify Air. *Body Control [1]:* Itch. *Fire [1]:* Ignite Fire. *Illusion [1]:* Simple Illusion. *Knowledge [1]:* Detect Magic. *Meta-Spells [1]:* Scryguard. *Mind Control [1]:* Fear. *Movement [1]:* Apportation. *Necromantic [2]:* Death Vision, Summon Demon.
3. *Illusion and Creation [9]:* Complex Illusion-15 [6], Illusion Disguise, Independence, Simple Illusion. *Sound [1]:* Sound.
4. *Light and Darkness [8]:* Coherent Light Jet, Colors, Continual Light, Darkness, Flash, Light Jet, Light, Shape Darkness. *Sound [2]:* Silence, Sound.
5. *Mind Control [10]:* Bravery, Daze, Emotion Control-13 [2], Fear, Foolishness, Forgetfulness, Loyalty, Mass Suggestion, Suggestion.
6. *Movement [10]:* Air-Golem, Apportation, Flight (VH)-12 [2], Great Haste (VH), Haste, Levitation, Locksmith, Manipulate, Poltergeist.
7. *Sound [10]:* Sound, Thunderclap, Voices, and either Great Voice-15 [6] and Volume Control or Great Voice and Volume Control-15 [6].

* Includes +2 for *Magery*.

Customization Notes: Choose a profession and pick skills accordingly. E.g., a rock musician might take *Carousing*-11 [2], *Musical Instrument (Guitar)*-14 [8], *Performance*-15 [8], *Singing*-14 [8] and *Sex Appeal*-12 [4]; an actor might prefer *Acting*-17 [12], *Performance*-17 [12], *Savoir-Faire*-13 [2] and *Sex Appeal*-12 [4].

Hacker or Cyberwiz

70/122 points

You're a computer intrusion expert, maybe working for someone, maybe freelance. A "cyberwiz" is a mage specializing in computer and data-manipulating spells. The outlaw cyberwiz culture started in the 1960s, as mageborn "phone phreaks" invented spells to steal long distance access and find unlisted numbers. As digital networks evolved, so did sorcery...

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: *Mathematical Ability* [10], plus a total of 15 points chosen from *Claim to Hospitality (Contacts on the net)* [1 to 10], *Less Sleep* [3/level], *Lightning Calculator* [5], *Security Clearance* 1-2 [2/level], *Versatile* [5], *Zeroed* [10]. A cyberwiz adds *Magery 2* [25] as well.

Disadvantages: A total of -20 points – or -30 points for a cyberwiz – in *Addiction (Stimulants)* [-5], *Bad Sight (Correctable)* [-10], *Clueless* [-10], *Curious* [-5 to -15], *Delusions* ("Computers are people," "The net is real life," etc.) [-5 to -15], *Klutz* [-5], *Low Empathy* [-15], *Oblivious* [-3], *Overweight or Skinny* [-5], *Shyness* [-5 to -15], *Unattractive (Geeky)* [-5], *Unfit* [-5].

Primary Skills: *Area Knowledge (Net)* (M/E) IQ [1]-14, *Computer Operation* (M/E) IQ+1 [2]-15, *Computer Programming* (M/H) IQ+3 [4]-17* and *Electronics Operation (Computers)* (M/A) IQ [2]-14.

Secondary Skills: *Computer Hacking* (M/VH) IQ+2 [4]-16*, *Electronics (Computers)* (M/H) IQ+1 [2]-15*, *Mathematics* (M/H) IQ+1 [1]-15*, *Research* (M/A) IQ-1 [1]-13.

* Includes bonus for *Mathematical Aptitude*.



SKILLS (CONTINUED)

Ritual Magic

p. C1144

Ritual Magic, and the associated magic system from *GURPS Voodoo*, is not part of this setting.

Rune-Lore and Symbol Drawing

p. C1149

Rune-Lore and the rune magic system from *GURPS Magic*, and Symbol-Drawing and the magic system from *GURPS Voodoo*, are not part of this setting.

Spell-Throwing

p. C1149

This skill is widely taught – not so much in the military as for recreation. Many mages, especially in the United States, enjoy target shooting and hunting with Missile spells. Some firearms enthusiasts also embrace magical firepower, and provide target ranges for mages to practice with spells or magic items.

Thaumatology

p. C1149

The basic "theory" skill of professional wizards, Thaumatology is actively practiced by those researchers who invent new spells.

Throwing (Rock-Dropping)

p. C1136

Dragons serving in the military are trained in this technique, and use it for unsighted dive bombing with explosive devices (hand grenades, bombs, etc.) as well as rocks.

EQUIPPING YOUR CHARACTER

Additional TL7 equipment can be found on pp. B208-209, 211 and 213, and in *GURPS High-Tech*. See Chapter 3 for magical equipment.

Books, Computers and Software

American Thaumaturgical Review: Bimonthly technical journal of applied thaumatology. Lists jobs and academic positions, research in new spells, etc. Annual subscription: \$200 (print), \$120 (online).

Berkeley Grimoire: Contains all spells in the *Basic Set*. Eight-volume set: \$500 (hardback), \$200 (paperback), \$50 (one CD-ROM).

Desktop Computer: 466 MHz, 4-Gig hard drive and CD-ROM drive. Complexity 2, high-capacity. 40 lbs., \$3,000.

Laptop Computer: 233 MHz, 1.2-Gig hard drive and CD-ROM drive. Complexity 2 (unless enhanced), 6 lbs., \$2,000.

Spellchecker Program: Gives a bonus equal to (Complexity-1) to Thaumatology skill in research tasks. \$500 for Complexity 2 version (+1), \$5,000 for Complexity 3 (+2).

Working Handbook of Applied Thaumaturgy, 5th edition: All known, non-classified spells. 22-volume set: \$1,250 (hardback), \$500 (paperback), \$150 (three CD-ROMs).

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Background Skills: A total of 3 points in Administration or Hobby (Computer Games)**, both (M/A), or Artificial Intelligence or Cryptanalysis, both (M/H).

** Hobby skills are at taken at half price; see p. B54.

Spells#: Must have Magery 2. Unless noted, one point was spent on the spells below, giving base skill level 14, 13 with VH.

Air [8]: Create Air, Ether Static, Lightning, No-Smell, Purify Air, Purify Signal, Seek Emitter, Static Charge.

Communication and Empathy [10]: Identify Caller, Magic Switchboard, Mind-Reading, Seek Number, Sense Emotion, Sense Foes, Soul Rider, Speed Data, Truthsayer, Wrong Number.

Food [2]: Seek Food, Know Recipe.

Knowledge [4]: History, Measurement, Seeker, Trace.

Meta-Spells [3]: Counterspell, Scryguard, Ward.

Mind Control [1]: Keen Eyes.

Movement [2]: Apportation, Locksmith.

Sound [2]: Sound, Voices.

Technological [5]: Machine Possession, Machine Control, Magnetic Vision, Reveal Function, Seek Machine.

Includes +2 for Magery.

Hellhound

95/125 points

You hunt demons and undead. "Hellhound" is the nickname used for a member of GHOST's Cerberus teams (p. 113), but you could work for a competitor, be a freelancer (for bounties or as a vigilante), or be a veteran of a Center for Disease Control "stake squad."

Illegal entities range from tough to invulnerable, so most Hellhounds are skilled fighters. Unlike your average cop, many favor melee weapons. First, because they aren't cops, and blazing away with guns in urban areas can get you arrested. Second, because a lot of critters are hard to kill with bullets. Sure, silver bullets work fine, but a lot of bloodsuckers learn Missile Shield – and while DN slugs will go through that, they aren't cheap and this is a business. It's not just for romance that many hunters use a silver blade.



Many freelance Hellhounds supplement their calling with work as ordinary bounty hunters, finding people who don't want to be found, from bail-jumpers to escaped criminals to spouses who skip on divorce or child-support payments. They often specialize in bringing in magical criminals. A subset is repo men, who track down and repossess cars or carpets whose owners skipped on payments.

Attributes: ST 11 [10], DX 13 [30], IQ 13 [30], HT 11 [10].

Advantages: Legal Enforcement Powers (Bounty-hunter's license or CDC agent) [5], plus 15 points chosen from Acute Senses (any) [2/level], Alertness [5/level], Combat Reflexes [15], Contacts (Police; skill-15, 9 or less, usually reliable) [4/contact], Intuition [15], Magic Resistance [2/level], Reputation [varies], Single-Minded [5], Wizards add Magery 1 [15] as well.

Disadvantages: A total of -25 points chosen from Bully [-10], Callous [-6], Delusion ("I'm a cop!") [-5 to -15], Duty (CDC or Hellhound agency; 12 or less) [-10], Enemy (Rival, or escaped criminal; 6 or less) [-2] or (9 or less) [-5], Greed [-15], Honesty [-10], Intolerance (Criminals or illegal entities) [-5], No Sense of Humor [-10], Reputation [varies], Stubbornness [-5].

Primary Skills: Area Knowledge (any) (M/E) IQ [1]-13; any two of Interrogation, Research or Streetwise, all (M/A) IQ [2]-13; 4 points in a melee weapon skill (often Knife, Magic Jet or Spear); one of Beam Weapons (Laser) (P/E) DX+2 [1]-15*, Crossbow (P/E) DX [1]-13, Guns (any) (P/E) DX+2 [1]-15* or 1 point in another melee weapon skill; a total of 3 points in Brawling (P/E), Judo (P/H), Karate (P/H) or Wrestling (P/A).

* Includes +2 for IQ.

Secondary Skills: Stealth (P/A) DX-1 [1]-12; one of Detect Lies (M/H) IQ-2 [1]-11 or Intimidation (M/A) IQ-1 [1]-12, and one of Shadowing or Tracking, both (M/A) IQ [2]-13.

Background Skills: A total of 3 points (2 points if a mage) in Criminology, Fast-Talk, Gambling, Holdout, Occultism, Traps or Survival (any), all (M/A); Fast-Draw (any) (P/E); Driving (any) (P/A), or Carousing (P/A; HT).

Spells:** Must have Magery 1. One point was spent on each of the spells below, giving base skill level 12, 11 with VH.

Healing [3]: Lend Health, Lend Strength, Minor Healing.

Knowledge [3]: Aura, Detect Magic, Mage Sense.

Movement [2]: Apportation, Missile Shield.

Plus any two of these 4-point packages:

1. *Body Control [2]:* Might, Vigor. *Movement [2]:* Great Haste (VH), Haste.
2. *Communication and Empathy [4]:* Hide Thoughts, Sense Emotion, Sense Foes, Truthsayer.
3. *Fire [4]:* Create Fire, Flame Jet, Ignite Fire, Shape Fire.
4. *Food [1]:* Seek Food. *Knowledge [2]:* Seeker, Trace. *Technological [1]:* Seek Machine.
5. *Movement [4]:* Levitation, Locksmith, Poltergeist, Winged Knife.

** Includes +1 for Magery.

Industrial Enchanter

145 points

You hold down a job as a lead enchanter at an "Opal Hills" industrial enchantment firm, as a magical engineer at a R&D laboratory, or as a professor of thaumatological engineering at a university.

Attributes: ST 10 [0], DX 9 [-10], IQ 14 [45], HT 10 [0].

Advantages: Comfortable Wealth [10], Magery 3 [35] and 10 points chosen from Common Sense [10], Contacts (Business) [varies], Extra Fatigue [3/level], Fit [5], Single-Minded [5].



EQUIPPING YOUR CHARACTER (CONTINUED)

Power Systems

Useful for technomancers!

9-Volt Battery: Pocket-sized. Stores 0.005 kWh (18 kW), half if rechargeable. 0.1 lb., \$2.

12-Volt Battery: Car battery-sized; fits in backpack. Stores 0.5 kWh (1,800 kW), half if rechargeable. 20 lbs., \$50.

Recharger: Put a battery in the recharger, plug the unit into a wall socket and wait several hours. 0.5 lb., \$10.

Weapons and Ammo

Barret Dragonfang, .50 BMG: A big "machine pistol," usable one-handed by dragons, golems, etc. Damage 9d+2, SS 15, Acc 6, 1/2D 670, Max 3,780, Wt. 30 lbs., RoF 10*, Shots 30+1, ST 25, Rel -3, Cost \$1,250. Legal civilian model has RoF 3-. A loaded magazine weighs 10 lbs.

Flamethrower: Useful against the undead! Damage from multiple hits in a burst is added together before subtracting DR; unsealed armor protects at 1/2 DR. Burning fuel causes a further 1d damage/turn for 10d seconds after being hit. Backpack fuel tank has DR 5 and 12 HP; if penetrated, it detonates on a roll of 6 on 1d (5-6 if a flame attack), doing (3d x shots remaining) explosive damage. Damage 3d, SS 14, Acc 7, Max 50, Wt. 68 lbs. (includes loaded fuel tanks), RoF 4, Shots 12, Rel -3, Cost \$3,000.

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EQUIPPING YOUR CHARACTER (CONTINUED)

FN-Minimi, 5.56x45mm: U.S. Army-issue light machine gun. Uses Guns (Light Auto), not Gunner (Machine Gun). Damage 5d+1, SS 15, Acc 10, $\frac{1}{2}$ D 800, Max 2,800, Wt. 22 lbs., RoF 13*, Shots 200, ST 12, Rcl -1, Cost \$3,000. A loaded magazine weighs 6 lbs.

Pocket Spraycan: Holds one dose of gas or aerosol elixir. One-hex range. An aerosol elixir must be sprayed on bare skin or light, porous clothing (like a t-shirt) to be effective. Roll vs. DX+5 to hit, with modifiers for hit location. Targets in air-tight suits will be unaffected. $\frac{1}{4}$ lb., \$5.

Spraygun: As above, but holds 10 doses, and can spray one or two doses at once; two doses will fill an entire hex for 10 seconds. 1 lb., \$10.

Silver Weapons: Good against foes with vulnerability to silver. Solid silver knives, swords, arrows, etc., cost 20 times their usual price and are treated as "cheap" quality for breakage. Silver-edged weapons cost 3 times their usual price and are "good" quality, but vulnerability damage is at -1 per die. Silver bullets must be solid, and cost 50 times normal price.

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Disadvantages: A total of -25 points selected from Addiction (Tobacco) [-5], Bad Sight (Correctable) [-10], Dependents (Family) [varies], Duty (Non-hazardous, 12 or less) [-5], Extravagance [-10], Greed [-15], Honesty [-10], Low Pain Threshold [-10], Miserliness [-10], No Sense of Humor [-10], Overweight [-5], Sense of Duty [-5 or -10], Workaholic [-5].

Primary Skills: Thaumatology (M/VH) IQ+3 [8]-17* and any two of Computer Programming, Electronics (any) or Engineering (any), all (M/H) IQ [4]-14, or Genetics (Genetic Engineering) (M/VH) IQ-1 [4]-13.

Secondary Skills: Computer Operation (M/E) IQ [1]-14 and any two of Administration, Armoury (any), Electronics Operation (any), Mechanic (any), Research or Writing, all (M/A) IQ-1 [1]-13, or Chemistry, Mathematics or Physics, all (M/H) IQ-2 [1]-12.

Background Skills: Either Driving (Automobile) or Piloting (Carpet), both (P/A) DX [2]-9, plus a total of 2 points in Carousing (P/A; HT), Savoir-Faire (M/E) and Sport (Golf or Tennis) (P/A).

Spells*: Unless noted, one point was spent on each of the following spells, giving base skill level 15, 14 with VH.

Air [2]: Create Air, Purify Air.

Earth [2]: Seek Earth/Metal, Shape Earth.

Enchantment [7]: Electric Power, Enchant (VH)-15 [2], Power, Powerstone, Scroll, Speed.

Fire [2]: Create Fire, Ignite Fire.

Healing [4]: Lend Health, Lend Strength, Minor Healing, Recover Strength.

Knowledge [2]: Detect Magic, Measurement.

Meta-Spells [6]: Counterspell, Dispel Magic, Magic Resistance, Pentagram, Stryguard, Spell Shield.

Movement [4]: Apportation, Haste, Levitation, Locksmith.

Protection and Warning [1]: Magelock.

Water [2]: Purify Water, Seek Water.

Technological [9]: Conduct Power (VH), Draw Power (VH)-15 [2], Lend Power, Reveal Function, Seek Machine, Seek Power, Steal Power (VH), Stop Power.

Plus another 16 points of spells suitable for the creation of magic items. For example:

1. Aerospace: *Air [5]:* Body of Air, Lightning, Seek Emitter, Shape Air, Walk on Air. *Knowledge [1]:* Seeker. *Movement [8]:* Flight (VH), Flying Carpet (VH)-15 [2], Hawk Flight (VH), Teleport Other (VH)-15 [2], Teleport (VH)-15 [2]. *Technological [2]:* Guide Missile, Machine Control.
2. Armaments: *Body Control [5]:* Clumsiness, Curse-Missile, Dexterity, Itch, Spasm. *Enchantment [5]:* Accuracy, Bane, Mana Warhead, Name, Quick-Draw. *Making and Breaking [1]:* Immediate Action. *Movement [5]:* Hail of Lead, Magic Bullet, Poltergeist, Reduce Recoil, Steady Hand.
3. Cybernetics: *Enchantment [2]:* Golem (VH)-15 [2]. *Healing [3]:* Major Healing (VH), Restoration (VH)-15 [2]. *Making and Breaking [5]:* Find Weakness, Rejoin, Repair, Restore, Weaken. *Necromantic [4]:* Animation (VH)-15 [2], Death Vision, Summon Spirit. *Technological [2]:* Shape Metal, Shape Plastic.
4. Necrotechnology: *Air [5]:* Body of Air, Lightning, Seek Emitter, Shape Air, Walk on Air. *Necromantic [8]:* Animation (VH)-15 [2], Death Vision, Skull-Spirit, Steal Health, Steal Strength, Summon Demon, Summon Spirit. *Technological [3]:* Animate Machine (VH), Machine Control, Mad Machine.
5. Personal security: *Communication and Empathy [1]:* Sense Foes. *Enchantment [3]:* Deflect, Fortify, Lighten. *Meta-Spells [6]:* Bless, Delay, Drain Mana (VH)-15 [2], Link, Strywall. *Protection and Warning [6]:* Missile Shield, Nightingale, Reverse Missiles, Sense Danger, Teleport Shield, Watchdog.

* Includes +3 for Magery.

Investigator

50/85 points

You could be a paparazzo, a TV reporter, a print journalist researching a book or even a non-media investigator whose reports go to a government agency like the PRA (p. 112). This template is also suitable for "fringe investigators" like conspiracy theorists and seelieologists, as well as less rugged PIs. While reading minds to get a story is considered unethical, Communication and Empathy spells are useful to determine if a source is on the level, while privacy-protecting spells can help keep sources confidential.

Attributes: ST 10 [0], DX 10 [0], IQ 13 [30], HT 10 [0].

Advantages: A total of 20 points in Alertness [5/level], Charisma [5/level], Contacts (Any; skill-18, 9 or less, somewhat reliable) [3/contact], Imperturbable [10], Intuition [15], Patron (Publisher, network or agency that provides "press pass" or other credentials; 9 or less) [15], Reputation [varies], Serendipity [15], Single-Minded [5], Strong Will [4/level]. Wizards add Magery 1 [15] as well.

Disadvantages: A total of -20 points chosen from Curious [-5 to -15], Delusion ("I'm immortal when I'm carrying a note pad, camera, microphone, etc.") [-5 or -10], Impulsiveness [-10], Jealousy [-10], Obsession (Get the facts) [-5], Odious Personal Habits ("Aggressive," "Rude," etc.) [-5 or -10], Reputation [varies], Stubbornness [-5], Vow ("Always dig up/publish the truth") [-5], Workaholic [-5].

Primary Skills: Research and Writing, both (M/A) IQ+1 [4]-14, and native language skill at IQ+2 [2]-15.

Secondary Skills: Speed-Reading (M/A) IQ-1 [1]-12 and any two of Savoir-Faire (M/E) IQ+1 [2]-14; Bard or Fast-Talk, both (M/A) IQ [2]-13; Detect Lies (M/H) IQ-1 [2]-12, or 2 more points in Writing.

Background Skills: Any one of Criminology or Shadowing, both (M/A) IQ-1 [1]-12; Ecology, Economics, History, Literature or Physics, all (M/H) IQ-2 [1]-11, or Conspiracy Theory (M/VH) IQ-3 [1]-10. A total of 4 points (2 points if a mage) in Computer Operation (M/E); Electronics Operation (Communications), Photography or Video Production, all (M/A); Typing (P/E), or Driving (Automobile) or Piloting (Carpet), both (P/A).

Spells*: Must have Magery 1. One point was spent on each of the spells below, giving base skill level 12, 11 with VH.

Communication and Empathy [6]: Hide Thoughts, Seek Number, Sense Emotion, Sense Foes, Sense Life, Truthsayer.

Knowledge [8]: Alarm, Aura, Detect Magic, History, Pathfinder, Seeker, Tell Time, Trace.

Meta-Spells [1]: Scryguard.

Technological [1]: Seek Machine.

Plus one of these 6-point packages:

1. *Sound [6]:* Delayed Message, Far-Hearing, Silence, Sound, Voices, Wall of Silence.

2. *Knowledge [2]:* Glass Wall, Wizard Eye. *Mind Control [3]:* Alertness (VH), Keen Ears, Keen Eyes. *Movement [1]:* Apportation.

3. *Communication and Empathy [4]:* Identify Caller, Magic Switchboard, Mind-Reading, Mind-Sending. *Movement [2]:* Apportation, Haste.

* Includes +1 for Magery.

EQUIPPING YOUR CHARACTER (CONTINUED)

Miscellaneous Gear

Air Tank: For any suit; 2-hour supply. 10 lbs., \$100.

Anti-Glare Goggles: Give +5 HT vs. Flash spells, etc. 0.5 lb., \$150.

Dynamite: 4d+1 explosive damage, 0.5 lb. and \$2 per stick.

Film Badge: Turns dark in the presence of radiation, showing doses from 0.1 rad to 200+ rads. \$1 each.

Flesh Fixative: Clear matte spray. Can keep a zombie fresh when used in conjunction with a Sterilize spell. 1 lb., \$7 per can.

Golf Bag: Used to hold wands, staves. 1 lb., \$20.

Haz-Mat Suit: Airtight suit (PD 0, DR 1) with clear hood, respirator and heavy gloves (PD 2, DR 2). Protects against necronium dust, bacteria, viruses, chemicals, etc. 10 lbs., \$125.

Radiation Alarm: Sets off an alarm if radiation reaches a pre-set level. 0.25 lb., \$50.

Satchel Charge: Plastic explosive, with detonator. 6d+4 explosive damage. 2 lbs., \$10.

Space Suit: Pressurized suit (PD 0, DR 1) with rigid helmet (PD 2, DR 3), for use in vacuum or unbreathable atmospheres. Gives -1 DX when performing manual tasks. Takes one minute to don or remove (five seconds for helmet). 20 lbs., \$100,000.



CAMPAIGN TYPES

Emergency-Rescue

The characters are members of a team that uses magic as well as mundane techniques to handle hazardous situations: fires, quakes, alchemical spills, rogue elementals, reactor failures, etc. They may be self-employed or work for a government agency (like a city fire department), the CDC (p. 110) or a private HazMET company. A veteran team could be sent anywhere in the world – or even beyond, if a disaster occurred at a space station or Kennedy Base. If a disaster is the result of a criminal act, the team may find evidence and become embroiled in the conspiracy.

See *Emergency / Rescue Team Member* (p. 75) for appropriate character abilities. For possible disasters, see *Mana-Active Waste* (p. 44) and the racial descriptions of elementals (pp. 59-61).

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Law Enforcer

75/100 points

You're a veteran city police officer, county sheriff, federal agent, ex-cop, private investigator or corporate rent-a-cop. Most police departments in Trinity's Shadow have magically trained "SWAT" (Special Weapons and Thaumaturgy) officers.

Attributes: ST 10 [0], DX 12 [20], IQ 13 [30], HT 10 [0].

Advantages: A total of 25 points in +1 to ST, DX or HT [10], Alertness [5/level], Combat Reflexes [15], Contacts (Street; skill-18, 9 or less, somewhat reliable) [3/contact], Fearlessness [2/level], Fit [5], Higher Purpose (Oppose all criminals of one type, etc.) [5], Intuition [15], Legal Enforcement Powers* [5 to 15], Magery 1 [15].

Disadvantages: A total of -30 points chosen from Bully [-10], Callous [-6], Cannot Harm Innocents [-10], Curious [-5 to -15], Dependents [varies], Duty (To force)* [-5 to -15], Enemy (Gangsters; 6 or less) [-15], Guilt Complex [-5], Honesty [-10], Intolerance (Criminals) [-5], Odious Personal Habit ("Authoritarian" or "Sloppy") [-5], Overconfidence [-10], Secret (Crooked) [-10], Sense of Duty [-5 to -15], Workaholic [-5].

*Active police officers *must* have at least 5 points of Legal Enforcement Powers (10 for agencies like the FBI, 15 for KGB) and at least a -5-point Duty. Ex-cops, bounty hunters, rent-a-cops and private investigators have neither.

Primary Skills: Area Knowledge (Beat or city) (M/E) IQ+1 [2]-14, Guns (Pistol or Shotgun) (P/E) DX+2 [1]-14**, Law Enforcement (M/A) IQ+1 [4]-14, and a total of 4 points (3 points if a mage) in Brawling, Fast-Draw (Pistol) or Shield, all (P/E), or Judo, Short Staff or Tonfa, all (P/H).

** Includes +2 for IQ.

Secondary Skills: Administration, Criminology, Holdout and Research, all (M/A) IQ-1 [1]-12; Computer Operation and First Aid, both (M/E) IQ [½]-12, and Stealth (P/A) DX [2]-12. *One* of Shadowing or Tracking, both (M/A) IQ-1 [1]-12. Any *three* of Interrogation, Intimidation, Leadership or Streetwise, all (M/A) IQ-1 [1]-12, or Detect Lies, Diplomacy or Psychology, all (M/H) IQ-2 [1]-11. Any *two* of Motorcycle (P/E) DX+1 [2]-13, Driving (any), Piloting (Carpet) or Flight (Unwinged), (P/A) DX [2]-12, or Running (P/H; HT) HT-1 [2]-9.

Background Skills: A total of 4 points in Armoury (any), or Electronics Operation (any), both (M/A); Animal Handling, Explosive Ordnance Disposal, Forensics, Law or Tactics, all (M/H), or Guns (Light Automatic, Rifle or Shotgun) or Beam Weapons (Laser), both (P/E).

Spells#: Must have Magery 1. One point was spent on each of the following spells, giving base skill level 12, 11 with VH.

Communication and Empathy [4]: Persuasion, Sense Emotion, Sense Foes, Sense Life.

Healing [3]: Lend Health, Lend Strength, Minor Healing.

Knowledge [3]: Aura, Detect Magic, Seeker.

Meta-Spells [2]: Counterspell, Dispel Magic.

Movement [1]: Apportation.

Protection and Warning [1]: Missile Shield.

Technological [2]: Seek Earth/Metal, Seek Machine.

Plus 10 points of specialized spells. For example:

1. Animal Control: *Animal* [10]: Beast Link, Beast Possession, Beast-Soother, Beast Speech, Beast Summoning, Bird Control, Mammal Control, Master, Reptile Control, Rider Within.

2. Detective: *Communication and Empathy* [1]: Truthsayer. *Knowledge* [5]: Glass Wall, History, See Secrets, Trace, Wizard Eye. *Light and Darkness* [3]: Dark Vision, Infravision, Small Vision. *Mind Control* [1]: Keen Eyes.



3. Hostage Rescue:

- (a) Assault. *Light and Darkness* [5]: Blur, Continual Light, Darkness, Flash, Light. *Making and Breaking* [1]: Immediate Action. *Movement* [3]: Haste, plus any two of Great Haste (VH), Hail of Lead or Steady Hand. *Protection and Warning* [1]: Reverse Missiles.
 - (b) Negotiator. *Communication and Empathy* [6]: Control Person-13 [2], Mind-Reading-13 [2], Soul Rider, Truthsayer. *Knowledge* [1]: Wizard Eye. *Mind Control* [1]: Keen Eyes. *Technological* [2]: Seek Power, Stop Power.
 - (c) Sniper. *Light and Darkness* [3]: Hawk Vision, Hide, Infravision. *Making and Breaking* [1]: Immediate Action. *Mind Control* [3]: Foolishness, Forgetfulness, Keen Eyes. *Movement* [3]: Magic Bullet, Poltergeist, Steady Hand.
4. Internal Affairs or Secret Police: *Communication and Empathy* [4]: Mind-Search (VH)-12 [2], Mind-Reading, Truthsayer. *Mind Control* [6]: Bravery, Daze, Fear, Foolishness, Forgetfulness, Loyalty.
5. Patrol: *Body Control* [2]: Hinder, Rooted Feet. *Knowledge* [1]: Trace. *Light and Darkness* [1]: Infravision or Light. *Meta-Spells* [1]: Ward. *Mind Control* [4]: Daze, Foolishness, Keen Eyes, Mass Daze. *Movement* [1]: Haste.
6. Sky Patrol: *Air* [1]: Seek Emitter. *Knowledge* [2]: Pathfinder, Trace. *Light and Darkness* [2]: Hawk Vision, Night Vision. *Mind Control* [1]: Keen Eyes. *Movement* [2]: Levitation, Slow Fall. *Protection and Warning* [1]: Reverse Missiles. *Technological* [1]: Radio Hearing.
7. Surveillance: *Communication and Empathy* [2]: Mind-Reading, Truthsayer. *Knowledge* [1]: Wizard Eye. *Mind Control* [2]: Keen Ears, Keen Eyes. *Sound* [5]: Far Hearing, Hush, Mage-Stealth, Silence, Sound.
8. Undercover: *Communication and Empathy* [5]: Hide Thoughts, Mind-Reading, Mind-Sending, Soul Rider, Truthsayer. *Illusion and Creation* [4]: Complex Illusion, Illusion Disguise, Perfect Illusion, Simple Illusion. *Sound* [1]: Sound.
- # Includes +1 for Magery.

Mageworker

85 points

You're a "blue-collar mage": on a farm, a construction site, in a garage or factory, etc.

Attributes: ST 10 [0], DX 11 [10], IQ 12 [20], HT 11 [10].

Advantages: Magery 2 [25] and 15 points chosen from Absolute Timing [5], Animal Empathy [5], Attractive Appearance [5], Charisma +1 [5], Common Sense [10], Fit [5], Imperturbable [10], Patron (Union, 6 or less) [5].

Disadvantages: A total of -25 points chosen from Addiction [varies], Alcoholism [-15], Bad Sight (Correctable) [-10], Bad Temper [-10], Dependents [varies], Honesty [-10], Overweight [-5], Sense of Duty (Friends and family) [-5], Stubbornness [-5], Unattractive Appearance [-5], Workaholic [-5].

Primary Skills: Select one of these 10-point packages:

- 1. Agronomy (M/A) IQ+1 [4]-13 and any three of Carpentry (M/E) IQ+1 [2]-13; Mechanic (any) or Meteorology, both (M/A) IQ [2]-12; Animal Handling (M/H) IQ-1 [2]-11, or Driving (Heavy Wheeled) or Riding, both (P/A) DX [2]-11.
- 2. Any two of Architecture or Professional Skill (Construction Worker), both (M/A) IQ+1 [4]-13; Engineering (Civil or Mining) or Geology, both (M/H) IQ [4]-12, or Masonry (P/E) DX+2 [4]-13. Any two of Carpentry (M/E) IQ [1]-12; Demolition or Surveying, both (M/A) IQ-1 [1]-11, or Driving (Construction Equipment) (P/A) DX-1 [1]-10.

CAMPAIGN TYPES (CONTINUED)

Crimebusters

The characters fight criminals or eradicate illegal entities, either as lawmen, as Hellhounds or for personal reasons. A traveling team should belong to the same organization (or a multi-agency task force) or be self-employed, but if adventures occur in one city, the PCs could represent a mix of cops, crime journalists, Hellhounds, local feds, etc., who help each other out.

GMs may wish to mix individual episodic crimes with a "big picture" story involving the crimefighters' struggle against a master villain. He may be unknown at first, or they may know their enemy but have no evidence that can stand up in court.

In a cop-centered game, GMs can complicate the heroes' lives with the need to follow proper procedure and testify in court, pressure from "upstairs" to solve things quickly or get off a sensitive case, journalists underfoot, camcorder-toting citizens catching embarrassing moments on tape, crime lords with spies in the department, cops on the take, lawsuits for alleged brutality, offers of bribes, budget cuts, and racial issues (now including chimeras).

See also *Controlled Elixirs* (p. 51), *Demons* (p. 61), *GHOST* (p. 113), *Magical Crime* (p. 101), *Organized Crime* (p. 120), *Terrorists* (p. 116), *Undead* (p. 54) and *U.S. Federal Agencies* (p. 110).

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CAMPAIGN TYPES (CONTINUED)

American Gothic

Big-city cops are trained to deal with magical crime. On the other hand, in a small town without an experienced SWAT team, a subtle malignancy could creep undetected into the community's heart...

A leading citizen (doctor, police chief, school principal, minister, etc.) may have taken over the town for his own ends. He could be a cult leader, a demon or undead who wants a private feeding ground, or even a sorcerer-scientist who sees the town as his laboratory. He may use Soul Jar and Enslave spells, blackmail or terror to control the authorities – or perhaps they're his loyal minions or cultists. Corruption could be recent and partial, but it could also run deep. There needn't be only one spider in the web, either: *entire towns* have been *strange* since the Hellstorm, with the citizens embracing weird beliefs!

The dark forces may be content to commit periodic private atrocities that only a select few townspeople know about, or maybe they dominate nearly everyone. Subverting the town could be the first step in a greater plot! Of course, the taint may be more than one person or group – the town itself could be cursed! A forgotten necronium waste dump, a poorly shielded NEMA reactor (which the big city didn't want nearby) or a defense sorcery plant a few miles downstream that's quietly dumping manatotoxic waste in the river: all these could create undead or attract evil necromancers, demons or other forces. There may even be rival factions: What happens when a vampire gang moves into a town run by a demon?

The PCs may be new residents who notice strange things that longtime residents try not to think about, FBI agents or bounty hunters come to investigate disappearances, locals who have started to notice the weird events, or even a gang of talented high school students – perhaps the town's only hope if the authorities are either corrupt or picked for incompetence.

The GM may wish to use *GURPS Creatures of the Night* as a source for additional monsters!

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3. Mechanic (any) (M/A) IQ+1 [4]-13 and any *three* of Armoury (any), Blacksmith, Mechanic (any other) or Electronics Operation (any), all (M/A) IQ [2]-12, or Computer Operation or Scrounging, both (M/E) IQ+1 [2]-13.

Secondary Skills: Any *two* of First Aid (M/E) IQ [1]-12; Motorcycle or Swimming, both (P/E) DX [1]-11, or Climbing, Driving (Automobile) or Piloting (Carpet), all (P/A) DX-1 [1]-10.

Background Skills: Any *three* of Carpentry or Cooking, both (M/E) IQ [1]-12; Gambling, a language or Survival (any), all (M/A) IQ-1 [1]-11; Sex Appeal (M/A; HT) HT-1 [1]-10; Guns (Pistol, Rifle or Shotgun) (P/E) DX+2 [1]-13*; Sports (any) (P/A) DX-1 [1]-10, or Carousing (P/A; HT) HT-1 [1]-10.

* Includes +2 for IQ.

Spells:** Unless noted, one point was spent on each of the spells below, giving base skill level 12, 11 with VH. Pick the 15-point spell set that matches the primary skill set selected.

1. *Animal [6]:* Beast-Soother, Beast Summoning, Master, Rider and two Animal Control spells. *Communication and Empathy [3]:* Persuasion, Sense Emotion, Sense Foes. *Plant [6]:* Bless Plants-13 [2], Heal Plant, Identify Plant, Plant Growth, Seek Plant.
2. *Air [2]:* Create Air, Purify Air. *Earth [11]:* Control Earth Elemental, Create Earth, Earth to Air, Earth to Stone, Earth Vision, Seek Earth/Metal, Shape Earth, Shape Stone, Stone to Earth, Summon Earth Elemental and *either* Create Earth Elemental *or* Walk Through Earth. *Technological [2]:* Shape Metal and *either* Identify Metal *or* Seek Power.
3. *Air [1]:* Purify Air. *Earth [1]:* Seek Earth. *Fire [1]:* Ignite Fire. *Knowledge [1]:* Measurement, *Making and Breaking [6]:* Clean, Find Weakness, Rejoin, Repair, Restore, Weaken. *Movement [2]:* Apportation, Locksmith. *Technological [2]:* *Either* Seek Machine and Reveal Function *or* Seek Power and Stop Power. *Water [1]:* Seek Water.

** Includes +2 for Magery.

Medical Professional

60/115 points

In Trinity's Shadow, "doctor" means a doctor of thaumatological medicine. Many American medical schools no longer require their students to learn mundane surgical techniques; they are offered as electives to keep the old knowledge alive, and are used only in exotic situations (e.g., on members of religious minorities for whom sorcerous treatment is anathema, or in areas without mana). Non-mage doctors are still common in mundane nations or in very specialized fields.

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: Magery 2 [25] for wizards, plus a total of 25 points in Disease-Resistant [5], Empathy [15], Favor [varies], Reputation [varies], Status 1 [5], Unfazeable [15], Wealth [10 or 20], upgrade to Magery 3 [10]. Doctors will have Wealth except in odd circumstances (e.g., they lost their medical license)!



Disadvantages: Duty (Non-hazardous, 12 or less) [-5], plus -25 points chosen from Addiction (Tobacco) [-5], Dependents [varies], Extravagance [-10], Greed [-15], Honesty [-10], Low Pain Threshold [-10], Miserliness [-10], No Sense of Humor [-10], Overweight [-5], Reputation [varies], Sense of Duty [-5 to -20], Workaholic [-5].

Primary Skills: Any two of First Aid* (M/E) IQ+3 [6]-17, or Diagnosis, Forensics, Physician*, Psychology or Veterinary, all (M/H) IQ+1 [6]-15.

* First Aid defaults to Physician.

Secondary Skills: Any three of Administration, Criminology, Electronics Operation (Medical), NBC Warfare or Writing, all (M/A) IQ [2]-14; Exorcism, Hypnotism, Pharmacy or Thanatology, all (M/H) IQ-1 [2]-13; Alchemy, Genetics, Physiology or Surgery**, all (M/VH) IQ-2 [2]-12; Thaumatology (M/VH) IQ [2]-14#, or Piloting (Carpet) (P/A) DX [2]-10.

** Surgery requires Physician at 12+.

Background Skills: A total of 2 points in Computer Operation or Savoir-Faire, both (M/E); Theology (M/H); Driving (Automobile), Piloting or Sport (Golf or Tennis), all (P/A); Carousing (P/A; HT), or Skiing (P/H).

Spells#: Must have Magery 2. Unless noted, one point was spent on each of the following spells, giving base skill level 14, 13 with VH.

Body Control [4]: Itch, Pain, Resist Pain, Spasm.

Communication and Empathy [1]: Sense Life.

Food [2]: Decay, Test Food.

Healing [7]: Lend Health, Lend Strength, Minor Healing-15 [2], Recover Strength-15 [2], Sterilize.

Knowledge [2]: Aura, Detect Magic.

Mind Control [1]: Keen Eyes.

Movement [1]: Apportation.

Plus one of these 12-point packages:

1. *Healing [11]:* Cure Disease-16 [4], Major Healing (VH)-14 [2], Neutralize Poison-15 [2], Restoration (VH), Sense Disease, Share Strength. *Light and Darkness [1]:* Small Vision.
 2. *Healing [12]:* Awaken, Major Healing (VH)-16 [8], Restoration (VH)-14 [2], Share Strength.
 3. *Communication and Empathy [12]:* Compel Truth, Exorcism, Hide Thoughts, Mind-Reading, Mind-Search (VH), Mind-Sending, Persuasion, Sense Emotion, Sense Foes, Soul Rider, Telepathy (VH), Truthsayer.
 4. *Body Control [2]:* Accelerate Pregnancy-15 [2]. *Healing [7]:* Ease Labor-15 [2], Major Healing (VH)-14 [2], Remove Fetus-15 [2], Sense Disease. *Mind Control [1]:* Keen Ears. *Movement [1]:* Haste. *Sound [1]:* Sound Vision.
 5. *Healing [5]:* Awaken-15 [2], Major Healing (VH), Suspended Animation-15 [2]. *Mind Control [5]:* Daze, Foolishness, Keen Ears, Peaceful Sleep, Sleep. *Sound [2]:* Silence, Sound.
 6. *Communication and Empathy [2]:* Sense Emotion, Sense Foes. *Mind Control [10]:* Bravery, Emotion Control, False Memory, Fear, Foolishness, Forgetfulness, Lesser Geas (VH), Loyalty, Permanent Forgetfulness (VH), Suggestion.
 7. This selection requires Magery 3, giving base skill 15, 14 with VH. *Healing [12]:* Halt Aging (VH)-15 [2], Instant Regeneration (VH), Instant Restoration (VH)-15 [2], Major Healing (VH)-15 [2], Regeneration (VH)-15 [2], Restoration (VH)-15 [2], Youth (VH).
 8. *Earth [4]:* Create Earth, Earth to Stone, Seek Earth/Metal, Shape Earth. *Fire [2]:* Create Fire, Ignite Fire. *Healing [1]:* Major Healing (VH). *Technological [5]:* Cure Radiation (VH), Irradiate, Resist Radiation, See Radiation, Seek Radiation.
- # Includes +2 for Magery 2; add +1 for Magery 3 (already figured into spells for selection 7).



CAMPAIGN TYPES (CONTINUED)

Espionage

The characters work for a government or corporate spy agency, or are freelance spooks. They're involved in espionage, counterespionage or covert ops, at home or abroad. Realistically, they should work for the same agency: in an American campaign, the CIA (p. 111) is the best choice. Of course, other countries may see the United States as the bad guy; a campaign could center around a foreign or domestic agency (even a U.S. ally!) dealing with evildoers in the U.S. government.

U.S. agencies are actively involved in trying to influence events in the Americas, Asia and the Caribbean. Elsewhere, they are more reactive, sending agents to investigate weapons plants, gain information on terrorist or rebel groups, etc. Possible threats include Iraq, Iran, North Korea, Russian Communists, and Argentina and the Condor Group (p. 119). On the counterespionage front, both hostile countries like Argentina and neutrals or allies like China, Mexico, France or Israel may be interested in acquiring U.S. military or industrial secrets.

See *Spook* (p. 91) for secret agent characters. Other suitable templates include Criminal, Cyberwiz, Law Enforcer, Seer, Soldier, Special Forces and Warlock.

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CAMPAIGN TYPES (CONTINUED)

Outlaws

The characters are criminals, at least in the eyes of the law – anything from high-tech hackers to a street gang. They may be wanted, or their identities could still be secret. They could be motivated by money or power (like most criminals), ideology or revenge (like most terrorists and vigilantes), family tradition, or survival (like fugitive entities, some street people or anyone drawn into criminal activity against his will). They may work for themselves or be members of a terrorist group (pp. 116-117) or organized crime (pp. 120-121).

Outlaws are more fun to play if they have scruples – or at least an enemy who's worse! The PCs could be the lesser evil, perhaps a traditional crime family faced with a newer and far more murderous (or demonic) gang, or thieves who steal from other crooks. Ideological criminals may be vigilantes or guerrillas fighting a sinister corporate or government conspiracy. Maybe the PCs were transformed into illegal entities, and want revenge on those responsible! Perhaps they aren't criminals at all, but were framed, and are now trying to clear their name.

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Religious Leader

75/135 points

You're a Buddhist monk, Catholic priest or Protestant minister, cult leader or guru, imam, rabbi, Voudoun houngan, Wiccan priestess, or other religious figure. You protect and nurture your faith and those who follow it. How you do so, and whether you teach those who seek you out or actively solicit converts, depends on your calling and style. Maybe you're a noted scholar, a healer or a televangelist... or perhaps you do God's work with the Bible or Koran in one hand and a shotgun in the other.

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: Clerical Investment [5], True Faith [15] and a total of 25 points chosen from Ally Group (coven, followers, etc.; medium-sized group, 9 or less) [20]; Blessed [10 or 20], Charisma [5/level], Composed [5], Fearlessness [2/level], Patron (Church, 6 or less) [13] or (9 or less) [25], Pious [5], Reputation [varies], Sanctity [5], Strong Will [4/level], Wealth [10]. Wizards add Magery 2 [25] as well.

Disadvantages: Duty (To faith; non-hazardous, 12 or less) [-5], -5 points in one of Disciplines of Faith, Sense of Duty or Vows, and another -20 points chosen from those three disadvantages or Charitable [-15], Code of Honor (E.g., Wiccan Rede) [-5 or -10], Fanaticism [-15], Honesty [-10], Intolerance (Religious) [-10], Pacifism [-15], Poverty [-10 or -15], Truthfulness [-5].

Primary Skills: Performance/Ritual (M/A) IQ [2]-14, Theology (any) (M/H) IQ [4]-14.

Secondary Skills: Bard (M/A) IQ-1 [1]-13, Exorcism (M/H) IQ-1 [2]-13, Leadership (M/A) IQ-1 [1]-13, Teaching (M/A) IQ-1 [1]-13.

Background Skills: A total of 4 points in Administration, Research or Writing, all (M/A); Diplomacy, History, Musical Instrument, Philosophy or Psychology, all (M/H); Alchemy, Meditation or Thaumatology, all (M/VH); Guns (any) (P/E); Singing (P/E; HT); Driving (Auto) or Piloting (Carpet), both (P/A), or Staff (P/H).

Spells*: Must have Magery 2. Spend 35 points on spells, which can vary widely by faith and individual mage. Some examples appear below; unless noted, one point was spent on each spell, giving base skill level 14, 13 with VH.

Air [2]: Create Air, Purify Air.

Animal [1]: Beast-Soother.

Communication and Empathy [3]: Persuasion, Sense Emotion, Sense Foes.

Earth [2]: Seek Earth/Metal, Shape Earth.

Enchantment [3]: Enchant (VH), Powerstone, and either Scroll or Staff.

Fire [2]: Create Fire, Ignite Fire.

Healing [2]: Lend Health, Lend Strength.

Knowledge [3]: Aura, Detect Magic, Seeker.

Meta-Spells [8]: Bless, Counterspell, Curse, Dispel Magic, Magic Resistance, Pentagram, Scryguard, Spell Shield.

Mind Control [2]: Bravery, Fear.

Water [2]: Purify Water, Seek Water.

Plus one of these 5-point packages:

1. *Animal [1]: Insect Control. Healing [4]: Cure Disease, Major Healing (VH), Minor Healing, Sterilize.*

2. *Animal [1]: Shapeshifting (any) (VH). Plant [4]: Bless Plants, Heal Plant, Identify Plant, Seek Plant.*

3. *Communication and Empathy [5]: Exorcism, Hide Thoughts, Mind-Reading, Soul Rider, Truthsayer.*

4. *Necromantic [5]: Death Vision, Summon Spirit and any three of Animation (VH), Control Zombie**, Sense Spirit, Summon Demon, Summon Shade (VH), Turn Zombie**, Zombie.*

* Includes +2 for Magery.

** Requires Zombie.

Seer

85 points

You're a professional diviner, striving to predict the future. Perhaps you're in business for yourself, or you may work for Wall Street, a psychic hot line, a think-tank or even the National Security Agency. A seer who predicts an especially terrifying future event might have nightmares or flashbacks about it, or become obsessed with investigating or preventing it!

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: Magery 1 [15] and 15 points chosen from Awareness [15], Clerical Investment [5], Comfortable Wealth [10], Contacts (Any; skill-18, 9 or less, somewhat reliable) [3/contact], Danger Sense [15], Intuition [15], Luck [15], Oracle [15], Security Clearance [2/level], Serendipity [15].

Disadvantages: A total of -20 points chosen from Addiction [varies], Duty (To employer or agency; 9 or less) [-5], Flashbacks [-5 to -20], Manic-Depressive [-20], Nightmares [-5], Obsession [-5 to -15], Paranoia [-10], Sense of Duty [-5 to -20], Truthfulness [-5], Voices [-5 to -15].

Primary Skills: One of Computer Operation (M/E) IQ+2 [4]-16; Astrology, Mathematics or Thanatology (M/H) IQ [4]-14, or Augury (any) or Dreaming, both (M/VH) IQ-1 [4]-13.

Secondary Skills: Either Bard or Writing, both (M/A) IQ [2]-14, plus one of Occultism or Politics, both (M/A) IQ [2]-14; Economics, Intelligence Analysis, Philosophy or Theology, all (M/H) IQ-1 [2]-13, or Thaumatology (M/VH) IQ-1 [2]-13*.

Background Skills: Any one of Fast-Talk, Fortune Telling, Gambling or Research, all (M/A) IQ [2]-14.

Spells*: Except where noted, one point was spent on each of the spells below, giving base skill level 13, 12 with VH.

Earth [1]: Seek Earth/Metal.

Knowledge [3]: History, Seeker, Trace.

Water [1]: Seek Water.

Choose a Divination spell and put 15 more points into it, its prerequisites, and related advantages and skills. Popular choices include:

1. Astrologer: *Air [11]:* Air Jet, Create Air, Destroy Air, Lightning, Predict Weather-14 [2], Purify Air, Shape Air, Static Charge, Walk on Air, Windstorm. *Knowledge [4]:* Astrology-15 [4].
2. Crystal-gazer: *Earth [4]:* Earth to Stone, Earth Vision, Shape Earth, Stone to Earth. *Knowledge [6]:* Crystal Gazing-16 [6]. *Water [5]:* Create Water, Purify Water, Shape Water, Water Vision-14 [2].
3. Dream interpreter: *Air [5]:* Create Air, No-Smell, Predict Weather, Purify Air, Shape Air. *Knowledge [6]:* Oneiromancy-16 [6]. *Water [4]:* Create Water, Purify Water, Shape Water, Water Vision.
4. Medium: Upgrade to Magery 2 [10], raising base skill with all spells to 14 (13 if VH). *Necromantic [5]:* Death Vision, Sense Spirit, Summon Shade (VH)-14 [2], Summon Spirit.
5. Numerologist: Add Mathematical Ability [10]. *Knowledge [5]:* Arithmancy-15 [4], Measurement.
6. Palm reader: *Air [4]:* Create Air, No-Smell, Purify Air, Shape Air. *Earth [3]:* Earth to Stone, Earth Vision, Shape Earth. *Fire [4]:* Create Fire, Extinguish Fire, Ignite Fire, Shape Fire. *Knowledge [1]:* Chiromancy. *Water [3]:* Create Water, Purify Water, Shape Water.
7. Tarot reader: *Air [3]:* Create Air, Purify Air, Shape Air. *Earth [2]:* Earth Vision, Shape Earth. *Fire [3]:* Create Fire, Ignite Fire, Shape Fire. *Knowledge [4]:* Cartomancy-15 [4]. *Necromantic [1]:* Death Vision. *Water [2]:* Create Water, Purify Water.

* Includes +1 for Magery.

CAMPAIGN TYPES (CONTINUED)

Investigators

The characters solve mysteries, probe conspiracies or seek the truth behind weird happenings. They could work for a federal agency, the media, a university department or a private research foundation, or they could be self-employed experts making a living from books or films. They may be involved in a wide variety of cases, like PIs or journalists, but most have a specialty:

Corporate Wrongdoing: Imagine everything a big corporation can do in the real world. Now add magic to that. Possibilities include dumping mana-active waste, using zombie sweatshop labor, engaging in illegal necromantic research, testing alchemical elixirs on human subjects, creating monsters with genetic wizardry, and exporting magic items to foreign powers in violation of technology-transfer laws. The company could even be secretly controlled by demons, the Condor Group or organized crime!

Manazology: The mutagenic effects of the Hellstorms have caused an as yet unknown number of new species and subspecies to appear in the last 50 years. Crossbreeding and mana-active pollution from NEMA reactor leaks, necronium refining and alchemical waste, as well as the Chernobyl disaster, further contribute to ongoing mutations. Many species have only been sighted on a few occasions; it's up to manazologists to study their behavior – and in some cases, prove their existence! Alternatively, the characters could be hunters or poachers, seeking to kill mutant animals in order to sell their fur, hides or valuable body parts.

Seelieology: Do faeries really exist, or are they simply a hoax or a psychological phenomenon? Seelieologists investigate enigmatic seelie sightings, chase seelie, interview witnesses and faerie abduction victims, study the strange cults that have sprung up around the phenomenon, and try to discover who is behind the mysterious agencies that seem to want to cover up the truth behind the Seelie Question.

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CAMPAIGN TYPES (CONTINUED)

Soldiers

The campaign revolves around military operations. In the modern world, this usually means hostage rescue, counterinsurgency, guerrilla warfare or commando raids. Of course, a campaign could also be set in the past – say, during Desert Storm or the Vietnam War. One possibility is that the PCs all belong to an elite special ops unit; the missions such units typically undertake are good for groups that enjoy adventure.

Another choice is to play mercenaries, often ex-military. They won't get the same support as commandos, but they'll have more freedom. Soldiers of fortune serving a foreign power, frequently a troubled Third World nation, often operate with the covert support of the governments they used to serve. Mercs are typically portrayed as tough infantry soldiers who lay waste to the locals with superior firepower and tactics. In reality, Third World nations have plenty of decent light infantry, and would prefer specialists in high-tech weapons and wizardry, either to provide direct support or to act as advisors to train existing forces.

Countries known for their wizardly mercenaries are the United States, Mexico, Cuba, Surinam and Argentina. Army vets from Britain, South Africa, Vietnam, Afghanistan and Russia account for a lot of the mundane "grunts." A mercenary force can include a wide array of backgrounds and personality types, as they don't have to meet the same standards as soldiers in standing armies.

The logical templates are Soldier, Special Forces and Warlock. The GM should ensure that the group selects a reasonable mix of ranks; those who go on hazardous ops won't be senior commanders! A good mix is one captain or lieutenant (Rank 3-4) and a number of NCOs or enlisted soldiers (Rank 0-2).

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Soldier

85/100 points

You served in an army or marine unit, or as a mercenary or guerrilla. If you're a mage, you are not a true "warlock" (p. 94); most army wizards are just bright kids with Magery 1, needed by the military to operate powerful "mage-only" items like Teleport Other wands or Wizard Eyes, or to provide extra stiffening at the platoon level with a few basic spells.

Attributes: ST 11 [10], DX 13 [30], IQ 12 [20], HT 11 [10].

Advantages: A total of 20 points in Combat Reflexes [15], Fearlessness [2/level], Fit or Very Fit [5 or 15], High Pain Threshold [10], Magery 1 [15], Military Rank or Courtesy Rank [5 or 1/level], Reputation (Decorated) [varies], Toughness (DR 1) [10]. NCOs and officers may find Charisma [5/level] or Voice [10] useful.

Disadvantages: A total of -30 points in Bloodlust [-10], Callous [-6], Chummy [-5], Duty (Reactivation, 6 or less) [-2] or (9 or less) [-5], Fanaticism (Patriotism) [-15], Flashbacks [-5 to -20], Intolerance (Enemy race or culture) [-5], Nightmares [-5], Odious Personal Habit ("By the book") [-5], Overconfidence [-10], Post-Combat Shakes [-5], Sense of Duty (Comrades in arms) [-5] or (His command) [-10], Workaholic [-5].

Primary Skills: Guns (Light Automatic) (P/E) DX+3 [2]-16*, NBC Warfare (M/A) IQ [2]-12, Savoir-Faire (Military) (M/E) IQ [1]-12.

Secondary Skills: Choose 8 points of skills relevant to specialty ("MOS") or unit type. For instance:

1. Airborne: Camouflage (M/E) IQ [1]-12, Hiking (P/A; HT) HT-1 [1]-10, No-Landing Extraction (M/A) IQ-1 [1]-11, Parachuting (P/E) DX+1 [2]-14 and Stealth (P/A) DX-1 [1]-12, plus Guns (Grenade Launcher) and Guns (LAW), both (P/E) DX+2 [1]-15*.
2. Armor/Mechanized Infantry: Armoury (Vehicular Weaponry) (M/A) IQ-1 [1]-11, Driving (Tracked) (P/A) DX-1 [1]-12, Electronics Operation (Sensors) (M/A) IQ [2]-12, Gunner (Cannon) (P/A) DX+2 [2]-15*, Gunner (Machine Gun) (P/A) DX+1 [1]-14*, Mechanic (Gas Turbine or Mana Engine) (M/A) IQ-1 [1]-11.
3. Artillery: Armoury (Artillery) (M/A) IQ-1 [1]-11, Camouflage (M/E) IQ-1 [1]-11, Driving (Tracked or Heavy Wheeled) (P/A) DX-2 [1]-11, Forward Observer (M/A) IQ+1 [4]-13, Gunner (Cannon) (P/A) DX+2 [2]-15*.
4. Cavalry: Animal Handling (M/H) IQ [4]-12, Electronics Operation (Sensors) (M/A) IQ-1 [1]-11, Guns (Grenade Launcher or LAW) DX+2 [1]-15*, Riding (Dragon) (P/A) DX [2]-13.
5. Combat Aviation: Aviation and Electronics Operation (Sensors), both (M/A) IQ [2]-12; Gunner (Cannon or Machine Gun) and Gunner (Guided Missile), both (P/A) DX+1 [1]-14*; one of Flight (Winged), Piloting (Carpet) or Piloting (Helicopter), all (P/A) DX [2]-13.
6. Combat Engineer: Demolition (M/A) IQ [2]-12, Driving (Construction Equipment or Tracked) (P/A) DX [2]-13, Engineer (Combat) (M/H) IQ [4]-13.
7. Infantry: Camouflage (M/E) IQ [1]-12, Gunner (Guided Missile or Mortar) (P/A) DX+1 [1]-14*, Hiking (P/A; HT) HT [2]-11, Mechanic (Gasoline or Mana Engine) IQ-1 [1]-11; either Driving (Tracked or Wheeled) or Stealth, both (P/A) DX-1 [1]-12; either 2 more points in Guns (Light Automatic), giving Guns (Light Automatic) (P/E) DX+4 [4]-17*, or Guns (Grenade Launcher or LAW) (P/E) DX+3 [2]-16*.
8. Supply: Either Administration or Mechanic (any), both (M/A) IQ+1 [4]-13; Driving (Heavy Wheeled) (P/A) DX [2]-13; one of Computer Operation, Cooking or Scrounging, all (M/E) IQ+1 [2]-13.

* Includes +2 for IQ.

Background Skills: Armoury (Small Arms), Electronics Operation (Communications) and Orienteering, all (M/A) IQ [2]-12; First Aid (M/E) IQ [1]-12; Survival (any) (M/A) IQ-1 [1]-11, plus another 4 points in any of Leadership (M/A); Tactics (M/H); Brawling, Guns (Pistol) or Knife, all (P/E); Spear (P/A), or Judo or Throwing, both (P/H). NCOs and officers should choose Leadership and Tactics.

Spells:** Must have Magery 1. Unless noted, one point was spent on each of the following spells, giving base skill level 11, 10 if VH.

Communication and Empathy [4]: Sense Emotion-12 [2], Sense Foes-12 [2].

Healing [3]: Lend Health, Lend Strength-12 [2].

Illusion and Creation [4]: Illusion Shell, Know Illusion, Simple Illusion [2]-12.

Meta-Spells [1]: Scryguard.

Mind Control [3]: Bravery, Fear-12 [2].

** Includes +1 for Magery.

Customization Notes: An ex-soldier should choose Courtesy Rank that reflects his former service grade: a private is Rank 0 [0], a sergeant is Rank 1 [1] and a senior sergeant or specialist is Rank 2 [2]. This becomes full-fledged Military Rank [5/level] if active or reactivated.

Special Forces 125/175 points

A (former) soldier or officer in an elite special ops unit. Famous examples include the U.S. Army Rangers and Navy SEALs, the British Army's Special Air Service, and Russia's *Spetsnaz* (GRU) and Ministry of Internal Affairs (MVD) commandos. All train for "wizard war" ops and include mages, chimeras, etc. Some units are made up entirely of mages or nonhumans, like the U.S. Army's Black Berets. Special ops units also contain a number of specialized wizards with more exotic skills; see *Warlock* (p. 94).

Attributes: ST 11 [10], DX 13 [30], IQ 13 [30], HT 11 [10].

Advantages: Combat Reflexes [15], Fit [5] and 10 points chosen from 3D Spatial Sense [10], Breath-Holding 1-2 [2/level], Charisma [5/level], Fearlessness [2/level], Hard to Kill 1-2 [5/level], High Pain Threshold [10], Military Rank or Courtesy Rank [5 or 1/level], Reputation (Decorated) [varies], Security Clearance [2 or 5/level], Status 1 [5], Strong Will [4/level], Toughness (DR 1) [10], Very Fit [10] (adds to cost of Fit), Voice [10]. Wizards add Magery 1 [15] as well.

Disadvantages: Fanaticism (Patriotism) [-15] and another -15 points chosen from Bloodlust [-10], Callous [-6], Chummy [-5], Code of Honor (Officer's) [-5], Duty (Reactivation, 6 or less) [-2] or (9 or less) [-5], Honesty [-10], Intolerance (Enemy race or culture) [-5], Overconfidence or Glory Hound [-10 or -15], Sense of Duty (His command) [-10], Stubbornness [-5], Workaholic [-5].

Primary Skills: Two Guns skills – usually Guns (Light Automatic) and another – both (P/E) DX+3 [2]-16*, plus Electronics Operation (Communications) (M/A) IQ [2]-13, Gunner (any) (P/A) DX+2 [2]-15*, Leadership (M/A) IQ+1 [4]-14, Parachuting (P/A) DX+1 [2]-14, Savoir-Faire (Military) (M/E) IQ [1]-13, Tactics (M/H) IQ+1 [6]-14.



CAMPAIGN TYPES (CONTINUED)

Black Berets

The Black Berets – more officially, the 13th and 66th Special Operations Groups – are the U.S. Army's magical elite. They have a good claim to being the world's most lethal mages.

In the early 1960s, the Army scraped together enough mages to commission an experimental unit: the 1st Necromantic Operations Detachment, nicknamed "Hell's Rangers." In 1965, 1st NOD entered service in Vietnam and proved extremely effective. In 1967, the Pentagon authorized a larger force, the 13th Necromantic Operations Group, whose ranks swelled after the Army instituted mandatory Magery testing during Basic Military Training. 13th NOG and the 101st Spellborne Division (p. 92) collectively made up Magical Operations Command, which was largely credited with breaking the enemy's morale on the ground.

Toward the end of the war, the revelation of questionable tactics (widespread use of zombies, dragon terror raids, etc.) led to 13th NOG being disbanded and its remaining personnel being transferred to more conventional military units. In 1976, the force was quietly revived as the battalion-sized 13th Special Operations Group (Magical Operations) – note the removal of the word "necromantic" – tasked with missions such as hostage rescue, PsyOps and strategic strike.

After serving with distinction in various Cold War exercises and missions, 13th SOG gained fame during the Iran Hostage Crisis. In Operation DRAGON CLAW, a detachment of 13th SOG soldiers teleported into the U.S. Embassy compound and seized control of the building, holding it against overwhelming numbers until carpet-borne reinforcements (supported by dragons of the 101st Spellborne) could arrive to evacuate the hostages. In recognition of their success, President Carter authorized the force to wear a distinctive black beret (unofficially adopted years ago).

Since then, 13th SOG has been a major part of the U.S. Army order of battle, and in 1984 was expanded to form a second unit, 66th SOG. While Black Beret operations are generally shrouded in secrecy, they have operated extensively in Central America (in the military advisory role). In the Panama invasion, Black Berets coerced General Noriega and his guards into surrendering. In the Gulf War, they performed numerous reconnaissance, MindWar and strike operations behind enemy lines.

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Secondary Skills: Another two Guns skills, both (P/E) DX+2 [1]-15*, plus Computer Operation, First Aid, Gesture and Scrounging, all (M/E) IQ-1 [½]-12; Administration, Armoury (Small Arms), Demolition, Interrogation and Traps, all (M/A) IQ-1 [1]-12; Engineer (Combat), Explosive Ordnance Disposal and Intelligence Analysis, all (M/H) IQ-1 [2]-12; Brawling (P/E) DX [1]-13; Knife (P/E) DX-1 [½]-12; Driving (any) (P/A) DX-1 [1]-12, and Body Sense and Judo, both (P/H) DX-1 [2]-12.

* Includes +2 for IQ.

Background Skills: Mechanic (any) (M/A) IQ-2 [½]-11, and SIGINT Collection/Jamming and Traffic Analysis, both (M/H) IQ-2 [1]-11.

Spells:** One point was spent on each of the spells below, giving base skill level 12, 11 with VH.

Communication and Empathy [5]: Hide Thoughts, Sense Emotion, Sense Foes, Sense Life, Truthsayer.

Fire [1]: Ignite Fire.

Healing [3]: Lend Health, Lend Strength, Minor Healing.

Knowledge [1]: Detect Magic.

Light and Darkness [3]: Continual Light, Light and either Flash or Light Jet.

Meta-Spells [3]: Counterspell, Scryguard and either Scrywall or Ward.

Mind Control [2]: Keen Ears, Keen Eyes.

Movement [3]: Apportation, Haste and one of Great Haste (VH), Levitation or Quick March.

Protection and Warning [2]: Missile Shield and either Reverse Missiles or Sense Danger.

Technological [1]: Seek Machine.

Water [1]: Seek Water.

Plus any two of the (5-point) sets #1-6 or any one of the (10-point) sets #7-10:

1. *Knowledge [5]:* Pathfinder, Seeker, Trace, either Aura or History, and either Glass Wall or Wizard Eye.

2. *Light and Darkness [5]:* Blur, Darkness, Hide, Invisibility, See Invisible.

3. *Light and Darkness [1]:* One of Hawk Vision, Infravision or Night Vision. *Making and Breaking [1]:* Immediate Action. *Movement [3]:* Steady Hand, and either Hail of Lead and Reduce Recoil or Poltergeist and Magic Bullet.

4. *Mind Control [5]:* Daze, Fear, Foolishness, Mass Daze and either Bravery or Panic.



5. *Sound* [5]: Hush, Mage-Stealth, Silence, Sound and one of Far-Hearing, Thunderclap or Wall of Silence.
6. *Technological* [5]: Radio Hearing, Reveal Function, Seek Fuel, Seek Power, Stop Power.
7. *Air* [3]: Breathe Water, Create Air, Purify Air. *Movement* [2]: Levitation, Swim. *Water* [5]: Create Water, Destroy Water, Purify Water, Shape Water, Water Vision.
8. *Air* [2]: Create Air, Purify Air. *Earth* [2]: Seek Earth/Metal, Shape Earth. *Fire* [1]: Create Fire. *Protection and Warning* [4]: Force Dome, Sense Danger, Watchdog, Weather Dome. *Water* [1]: Purify Water.
9. *Fire* [8]: Create Fire, Explosive Fireball, Extinguish Fire, Fireball, Fireproof, Flame Jet, High-Explosive Fireball, Shape Fire. *Knowledge* [1]: Seeker. *Movement* [1]: Homing Missile.
10. *Illusion and Creation* [8]: Complex Illusion, Dispel Illusion, Illusion Disguise, Illusion Shell, Independence, Know Illusion, Perfect Illusion, Simple Illusion. *Sound* [2]: Sound, Voices.

** Includes +1 for Magery.

Spook

80/140 points

You're a "former" member of a security or intelligence agency like the CIA or KGB, or perhaps you're a freelance operative, industrial spy, terrorist or assassin. Some spooks specialize in interpersonal skills and spells, others in physical infiltration, covert ops or remote information gathering. Traditional tradecraft remains valid, but spooks must protect against magical detection! Mind-Search spells make double-agents rarer, and thanks to Summon Spirit, dead men *do* tell tales; alternatives include Entombment, or False Memory and Permanent Forgetfulness.

Attributes: ST 10 [0], DX 12 [20], IQ 14 [45], HT 10 [0].

Advantages: A total of 30 points (20 points if a mage) in any of Alertness [5/level], Alternate Identity [15], Appearance [5 or 15], Charisma [5/level], Collected or Imperturbable [5 or 10], Combat Reflexes [15], Contacts (Any; skill-18, 9 or less, somewhat reliable) [3/contact], Danger Sense [15], Diplomatic Immunity [20], Empathy [15], Intuition [15], Language Talent [2/level], Luck [15], Military Rank [5/level], Security Clearance [2 or 5/level], Strong Will [4/level], Voice [10], Zeroed [10]. Wizards add Magery 2 [25] as well.

Disadvantages: Duty (To employer or agency; 9 or less) [-5], Secret (Secret agent) [-5], and -20 points in Curious [-5 to -15], Delusion ("Enemy agents are after me!") [-5 to -15], Enemy (Enemy agents; 6 or less) [-15], Insomniac [-10 or -15], Lecherousness [-15], Light Sleeper [-5], Nightmares [-5], Overconfidence [-10], Paranoia [-10], Sense of Duty (Nation) [-10], Trademark [-5 to -15] and higher levels of Duty (up to Extremely Hazardous Duty [-20]) or Secret (maximum -20 points).

Primary Skills: Pick *one* of these 10-point packages:

1. Acting, Disguise, Fast-Talk and a language, all (M/A) IQ [2]-14, and *one* of Diplomacy (M/H) IQ-1 [2]-13, Savoir-Faire (M/E) IQ+1 [2]-15 or Sex Appeal (M/A; HT) HT [2]-10.
2. Camouflage (M/E) IQ [1]-14, Stealth (P/A) DX [2]-12, 2 points in Combat/Weapon skills, and any *five* of Demolition, Electronics Operation (Security Systems), Lockpicking, Shadowing or Traps, all (M/A) IQ-1 [1]-13; Climbing (P/A) DX-1 [1]-11, or Body Sense (P/H) DX-2 [1]-10.
3. Administration (M/A) IQ [2]-14, plus any *four* of Politics (M/A) IQ [2]-14; Economics, History, Law, Intelligence Analysis or Strategy, all (M/H) IQ-1 [2]-13, or Conspiracy Theory (M/VH) IQ-2 [2]-12.

Secondary Skills: Any *three* (two if a mage) of Computer Operation (M/E) IQ [1]-14; Disguise, Electronics Operation (any), Holdout, Research or Speed-Reading, all (M/A) IQ-1 [1]-13, or Guns (any) (P/E) DX+2 [1]-14*.

* Includes +2 for IQ.

CAMPAIGN TYPES (CONTINUED)

Each SOG has 800-1,000 men, divided into a headquarters (HQ) element and four companies ("C-teams") of about 200 soldiers. A company consists of an HQ and three platoon-sized "B-teams" of 40-60 soldiers. "B-teams" are in turn made up of an HQ and four "A-team" detachments of 8-12 soldiers. "B-Teams" are trained either as Strike Teams, optimized for commando raids, close-quarters battles and hostage rescue (often using tactical teleportation), or as Special Warfare Teams, trained in PsyOps and insurgency and counterinsurgency techniques — especially Mind Control, Illusion and Invisibility spells. Special Warfare Teams study foreign languages and cultures, and often act as military advisors for Third World forces.

No one is assigned to the Black Berets. Line soldiers who volunteer face a gruelling month-long selection process. Training is similar to that of the "mundane" Rangers, plus advanced training in wizardry. All Black Berets must be mages, but as it's impossible for the average sorcerer to master both the extensive number of spells necessary for special operations and commando skills, most make extensive use of magic items.

Black Berets use standard U.S. Army gear (see *101st Spellborne Division*, p. 92), plus special magical and mundane equipment as necessary. Success at hostage rescue or strategic strike ops is of the highest priority; as such, Black Beret Strike Teams often use extremely expensive magical technology, including:

- Body armor enchanted with Lighten and Missile Shield.
- Digital thermo-optic camouflage (Invisibility ring).
- H&K MP5 9mm submachine gun, enchanted with Accuracy +1 and equipped with a silencer.
- H&K PSG-1 7.62mm sniper rifle, enchanted with Accuracy +1 and equipped with an 8x scope enchanted with Hawk Vision.
- 9mm and 7.62mm spell-piercing (DN) bullets.

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CAMPAIGN TYPES (CONTINUED)

101st Spellborne Division

The U.S. Army's 101st Spellborne is a 17,900-entity-strong light infantry force trained extensively in air-assault techniques using flying carpets and dragons. Its proud history stretches back to World War II, when it dropped at Normandy as the 101st Airborne. It converted to carpet-and-dragon tactics in 1966, and fought as part of Magical Operations Command in Vietnam. It's now part of VIII Airborne Corps (with the 82nd Airborne) and a keystone of the Rapid Deployment Force.

Carpet infantry are modern-day dragons. They carry lighter gear than helicopter or mechanized infantry forces, but more than paratroopers. They have one huge advantage over helicopter-borne troops: their transport requires no fuel or maintenance, and can remain with them in the field at all times. Once landed, they'll normally fight on foot, but if necessary they can unroll their rugs and take to the air for a quick airborne advance or retreat. This flexibility gives them outstanding tactical mobility, especially in consort with their dragons, who provide extra fire support and lift capability, and who live and fight with the infantry in the field, unlike other air support.

Soldiers wear an ordinary Army uniform with body armor and a Kevlar helmet. Basic weapons load is an M-16 rifle, six magazines, three to four hand grenades and an extra ammo belt for the squad machine gun. One man in the squad has a Minimi machine gun and two ammo belts instead of a rifle and magazines; another has an M203 grenade launcher and a dozen 40mm grenades instead of hand grenades. Individual soldiers wear Infravision-enchanted goggles; each squad is also issued a Sense Life wand, a tactical radio and a Global Positioning System terminal.

Dragons wear Fafnir Body Armor (see below). Depending on their mission, they may carry machine guns or other weapons.

More U.S. Army and Special Ops Equipment

All magic items have Power 15 unless noted. Prices listed are for military procurement only!

Dragon Armor: An open "FritzDrake" helmet. Protects the brain (areas 3-4). PD 4, DR 5; 15 lbs., \$725.

"Fafnir Body Armor," a strap-on Kevlar harness with ceramic plates. Takes two minutes to put on and requires another person's help, as does removing it without breaking the straps. Protects the torso (areas 9-11, 17-18). PD 2, DR 35; 200 lbs., \$2,975.

Continued on second page following . . .

Background Skills: Driving (Automobile) and Piloting (Carpet), both (P/A) DX-2 [1/2]-10, plus any two of Cartography (M/A) IQ-1 [1/2]-12; Cryptanalysis, Cryptography, Forensics, Forgery, Poisons or SIGINT Collection/Jamming, all (M/H) IQ-3 [1/2]-11, or Computer Hacking (M/VH) IQ-3 [1/2]-10.

Spells:** One point was spent on each of the spells below, giving base skill level 14, 13 with VH.

Communication and Empathy [3]: Sense Emotion, Sense Foes, Sense Life.

Illusion and Creation [2]: Illusion Disguise, Simple Illusion.

Knowledge [2]: Aura, Detect Magic.

Light and Darkness [2]: Colors, Light.

Making and Breaking [3]: Copy, Dye, Restore.

Meta-Spells [1]: Scryguard.

Mind Control [3]: Alertness (VH), Keen Ears, Keen Eyes.

Movement [1]: Apportation.

Protection and Warning [1]: Either Missile Shield or Shield.

Sound [8]: Delayed Message, Far-Hearing, Hush, Mage-Stealth, Silence, Sound, Voices, Wall of Silence.

Plus any two of these 10-point packages:

1. *Animal [1]:* Shapeshifting (any) (VH). *Body Control [9]:* Alter Visage, Curse-Missile, Deathtouch, Itch, Pain, Paralyze Limb, Resist Pain, Spasm, Wither Limb.

2. *Communication and Empathy [10]:* Borrow Language, Compel Truth, Lend Language, Mind-Reading, Mind-Search (VH), Mind-Sending, Persuasion, Soul Rider, Telepathy (VH), Truthsayer.

3. *Communication and Empathy [1]:* Seek Number. *Knowledge [8]:* Analyze Magic, Glass Wall, History, Identify Spell, See Secrets, Seeker, Trace, Wizard Eye. *Technological [1]:* Seek Machine.

4. *Healing [3]:* Lend Strength, Lend Health, Minor Healing. *Necromantic [7]:* Death Vision, Skull-Spirit, Soul Jar (VH), Steal Health, Steal Strength, Summon Shade (VH), Summon Spirit.

5. *Light and Darkness [10]:* Blur, Continual Light, Dark Vision, Darkness, Flash, Hide, Infravision, Invisibility, Night Vision, See Invisible.

6. *Mind Control [10]:* Bravery, Charm, Daze, Emotion Control, Fear, Foolishness, Forgetfulness, Loyalty, Suggestion and either False Memory or Permanent Forgetfulness (VH).

7. *Movement [10]:* Blink, Flight (VH), Hawk Flight (VH), Levitation, Lockmaster, Locksmith, Manipulate, Teleport (VH), Undo, Wallwalker.

** Includes +2 for Magery.



Technomancer

160 points

You're a researcher dedicated to the synthesis of magic with engineering or physics. You might be an academic, a self-employed inventor or the employee of an R&D company.

Attributes: ST 9 [-10], DX 10 [0], IQ 15 [60], HT 10 [0].

Advantages: Magery 3 [35], Mathematical Ability [10] and a total of 20 points in Lightning Calculator [5], Reputation [varies], Security Clearance [2/level], Single-Minded [5], Tenure [5], Versatile [5], Wealth [10 or 20].

Disadvantages: One of Compulsive Behavior [-10], Curious [-10], Obsession [-10] or Odious Personal Habit [-10], plus another -20 points chosen from further levels of those four disadvantages or Absent-Mindedness [-15], Bad Sight (Correctable) [-10], Clueless [-10], Oblivious or Callous [-3 or -6], Stubbornness [-5].

Primary Skills: Computer Operation (M/E) IQ [1]-15, Mathematics (M/H) IQ+1 [1]-16*, Research (M/A) IQ-1 [1]-14, Thaumatology (M/VH) IQ+1 [2]-16**.

Secondary Skills: Pick one of these 8-point sets:

1. Armoury (any) (M/A) IQ+1 [4]-16, Electronics or Engineering (any) (M/H) IQ+2 [4]-17*.
2. Computer Programming (M/H) IQ+2 [2]-17*, Electronics (Computers) (M/H) IQ+3 [6]-18*.
3. Engineering (any) (M/H) IQ+2 [4]-17*, Mechanic (any) (M/A) IQ+1 [4]-16.
4. Nuclear Physics (M/VH) IQ-1 [4]-14, Physics (M/H) IQ [4]-15.

* Includes bonus for Mathematical Ability.

Background Skills: Any four of Scrounging (M/E) IQ-1 [½]-14; Armoury (any), Electronics Operation (any), Mechanic (any), Teaching or Writing, all (M/A) IQ-2 [½]-13, or Driving (any) (P/A) DX-2 [½]-8.

Spells:** Unless noted, one point was spent on each of the following spells, giving base skill level 16, 15 with VH.

Air [2]: Purify Air, Purify Signal.

Earth [2]: Seek Earth/Metal, Shape Earth.

Enchantment [5]: Electric Power, Enchant (VH)-16 [2], Power, Powerstone.

Fire [2]: Create Fire, Ignite Fire.

Food [2]: Know Recipe, Seek Food.

Healing [4]: Lend Health, Lend Strength, Minor Healing, Recover Strength.

Knowledge [4]: History, Measurement, Seeker, Trace.

Making and Breaking [2]: Find Weakness, Weaken.

Movement [2]: Apportation, Locksmith.

Technological [6]: Conduct Power (VH), Draw Power (VH), Lend Power, Seek Power, Steal Power (VH), Stop Power.

Water [2]: Purify Water, Seek Water.

Distribute 27 points among other spells as desired, focusing on Technological spells. For instance:

1. *Air [5]:* Ether Static, Lightning, No-Smell, Seek Emitter, Static Charge. *Illusion and Creation [2]:* Inscribe, Simple Illusion. *Light and Darkness [4]:* Coherent Light Jet, Continual Light, Light, Light Jet. *Making and Breaking [3]:* Rejoin, Repair, Restore. *Technological [13]:* Awaken Computer (VH)-16 [2], Machine Control, Machine Speech-17 [2], Machine Summoning, Program-17 [2], Reveal Function, Schematic (VH), Seek Machine, Upgrade Computer-17 [2].



CAMPAIGN TYPES (CONTINUED)

Hideaway Holster: Shirt or pants pocket with a Hideaway spell large enough for an assault rifle or rocket launcher (max. 10 lbs.). \$75,000.

Hideaway Magazines: For pistols, SMGs or assault rifles. Look normal, but store more rounds extra-dimensionally. Designed for 5x shots (pistol) or 3x shots (SMG or rifle). Enchanted with Hideaway (2 lbs.). \$5,536.

Lockheed "Hugin": Black "eyeball" (2 inches across) with an emerald-opal iris, constructed from radar-absorbent composites. Enchanted with Invisible Wizard Eye and Power 3. Attempts to detect it by radar are at -3 due to its construction. 0.25 lb., \$234,400.

Wizzo Shades: Gold-lensed glasses enchanted with Dark Vision, Hawk Vision, See Invisible and Draw Power. Used by U.S. military vehicle commanders, etc. Negligible weight, \$187,500.

CROSSOVERS

GURPS Space

A campaign could be built around astro-mancers working for NASA, U.S. Space Command, another space agency or a corporation like Sephiroth (pp. 116-117). They could be investigating something Earthside: a haunted or demon-possessed space station, a serial killer on Kennedy base, drug or elixir smuggling, a security leak or the discovery of a mysterious artifact.

Alternatively, the astro-mancers could be off exploring the solar system. Mercury - close to the sun (a mana source) - could have magical minerals that are natural Powerstones! The same might be found on sun-grazing asteroids or comets. The latter, long associated with magic in legend, might even have very high mana, or be composed of unusual materials such as frozen Essential Water. And who knows what magical life forms exist elsewhere in the solar system... or what would happen if they were accidentally brought back to Earth? Perhaps the Oort Cloud (on the edge of the solar system) is home to magical beasts!

GURPS Time Travel

World-jumping travelers from any genre could stumble into this world! The most logical crossover is the Infinite Worlds campaign setting from *Time Travel*, where this parallel Earth - codenamed "Merlin" - is one of the many alternates encountered by Homeline in Quantum 3.

2. *Air* [5]: Ether Static, Lightning, No-Smell, Seek Emitter, Static Charge.
- Earth* [2]: Create Earth, Earth to Stone.
- Fire* [1]: Extinguish Fire.
- Light and Darkness* [9]: Coherent Light Jet, Colors, Continual Light, Disruption Bolt, Infravision, Invisible Sunbolt, Light, Light Jet, Sunbolt.
- Technological* [10]: Irradiate, Particle Beam (VH), Purify Power, Radiation Jet, Radio Hearing, Resist Radiation, See Radiation, Seek Radiation, Spectrum Vision (VH)-16 [2].

** Includes +3 for Magery.

Warlock

170 points

"Warlock" is slang for a skilled combat wizard. In Trinity's Shadow, army warlocks are assigned to battalion HQ and sent where needed, and a fighting company can count on one or two in support. Air forces assign a couple per squadron, while warships usually have one or two per hundred sailors. In the special forces, warlocks may be assigned to single squads! Mage-poor nations assign warlocks an echelon or so higher; e.g., one or two per battalion, rather than per company.

Warlocks are usually trained in tactically useful spells for which cheap, standard-issue magic items are unavailable; thus Simple Illusion is preferred over, say, Infravision. Of course, spells are also learned when needed as prerequisites, or if it's important to be able to Ward or Counterspell them!

Attributes: ST 10 [0], DX 12 [20], IQ 13 [30], HT 11 [10].

Advantages: Magery 2 [25] and 20 points chosen from Combat Reflexes [15], Military Rank or Courtesy Rank 2+ [5 or 1/level], Reputation (Decorated) [varies], Status 1 [5], Strong Will [4/level].

Disadvantages: A total of -20 points in Callous [-6], Code of Honor (Officer's) [-5], Duty (Reactivation, 6 or less) [-2] or (9 or less) [-5], Fanaticism (Patriotism) [-15], Honesty [-10], Jealousy [-10], Odious Personal Habit ("By the book") [-5], Overconfidence [-10], Sense of Duty (His command) [-10], Stubbornness [-5], Workaholic [-5].

Primary Skills: Choose the 10-point skill package that corresponds to one of these specialties:

1. **Armor, Artillery or Mechanized Infantry:** Armoury (any) and Mechanic (any), both (M/A) IQ-1 [1]-12, Camouflage (M/E) IQ [1]-13, Driving (Tracked or Heavy Wheeled) (P/A) DX-1 [1]-11, and any three of Electronics Operation (Sensors) or Forward Observer, both (M/A) IQ [2]-13, or Gunner (Cannon, Guided Missile or Machine Gun) (P/A) DX+2 [2]-14*.
2. **Aviation:** Aviation (M/A) IQ-1 [1]-12, Parachuting (P/E) DX [1]-12, and any four of Electronics Operation (Communications or Sensors) (M/A) IQ [2]-13, Gunner (Bombs, Cannon, Guided Missile or Rocket Launcher) (P/A) DX+2 [2]-14*, or Piloting (Carpet, Heavy Airplane, Helicopter or High-Performance Airplane) (P/A) DX [2]-12.
3. **Cavalry:** Camouflage (M/E) IQ-1 [1]-12; Electronics Operation (Sensors) and Forward Observer, both (M/A) IQ-1 [1]-12; Animal Handling (M/H) IQ-1 [2]-12; Guns (Grenade Launcher or LAW) (P/E) DX+1 [1]-13*; Piloting (Carpet) or Riding (Dragon), both (P/A) DX+1 [4]-13, and Stealth (P/A) DX-1 [1]-11.
4. **Combat Engineer:** Camouflage (M/E) IQ [1]-13, Demolition (M/A) IQ [2]-13, Driving (Construction Equipment or Tracked) (P/A) DX-1 [1]-11, Engineer (Combat) (M/H) IQ+1 [6]-14.
5. **InfoWar, Signals or PsyOps:** Computer Operation (M/E) IQ+1 [2]-14, and any four of Electronics Operation (Communications or Sensors), Interrogation or an average language, all (M/A) IQ [2]-13; Intelligence Analysis, Psychology, SIGINT Collection/Jamming, Traffic Analysis or a hard language, all (M/H) IQ-1 [2]-12, or Computer Hacking (M/VH) IQ-2 [2]-11.

6. Medical Corps: Diagnosis (M/H) IQ+1 [6]-14, and *either* Physician or Psychology (M/H) IQ [4]-13.
7. Meteorological Warfare: Electronics Operation (Sensors) (M/A) IQ+1 [4]-14, Meteorology (M/A) IQ+2 [6]-15.
8. Navy: Sailor (M/A) IQ-1 [1]-12, Seamanship (M/E) IQ [1]-13, and any *two* of Electronics Operation (Communications or Sensors) (M/A) IQ+1 [4]-14; Engineering (any) or Navigation, both (M/H) IQ [4]-13, or Gunner (Cannon, Guided Missile or Torpedo) (P/A) DX+3 [4]-15*.
9. Special Ops: Camouflage (M/E) IQ-1 [½]-12; Forward Observer, Survival (any) and an average language, all (M/A) IQ-2 [½]-11; Parachuting and Swimming, both (P/E) DX-1 [½]-11; Stealth (P/A) DX [2]-12; Hiking (P/A; HT) HT-1 [1]-10; Body Sense and Judo, both (P/H) DX-2 [1]-10, plus Spell Throwing (any) (P/E) DX [1]-12 and 1 point in other Combat/Weapon skills; e.g., Guns (LAW) and Guns (Light Automatic), both (P/E) DX+1 [½]-13*.
10. Supply: Administration (M/A) IQ [2]-13, and any *two* of Cooking or Scrounging, both (M/E) IQ+2 [4]-15, or Armoury (any), Electronics Operation (any) or Mechanic (any), all (M/A) IQ+1 [4]-14.

Secondary Skills: Savoir-Faire (Military) (M/E) IQ [1]-13; Administration, Armoury (usually Small Arms), Electronics Operation (usually Communications), Leadership, NBC Warfare and Orienteering, all (M/A) IQ-1 [1]-12; Tactics (M/H) IQ-1 [2]-12, and Guns (any) (P/E) DX+2 [1]-14*.

Background Skills: First Aid (M/E) IQ [½]-12; Survival (any) (M/A) IQ-2 [½]-11, plus a total of 6 points in Brawling, Guns (Pistol) or Knife, all (P/E); Spear or Stealth, both (P/A); Hiking (P/A; HT), or Judo or Throwing, both (P/H). NCOs and officers may also use these points to raise Leadership and Tactics.

* Includes +2 for IQ.

Spells:** Unless noted, one point was spent on each of the following spells, giving base skill level 13, 12 with VH.

Air [2]: Create Air, Purify Air.

Communication and Empathy [7]: Hide Thoughts, Mind-Reading, Mind-Sending, Sense Emotion, Sense Foes, Telepathy (VH), Truthsayer.

Earth [2]: Seek Earth/Metal, Shape Earth.

Fire [2]: Create Fire, Ignite Fire.

Healing [2]: Lend Health, Lend Strength.

Illusion and Creation [2]: Know Illusion, Simple Illusion.

Knowledge [3]: Detect Magic, Identify Spell, Seeker.

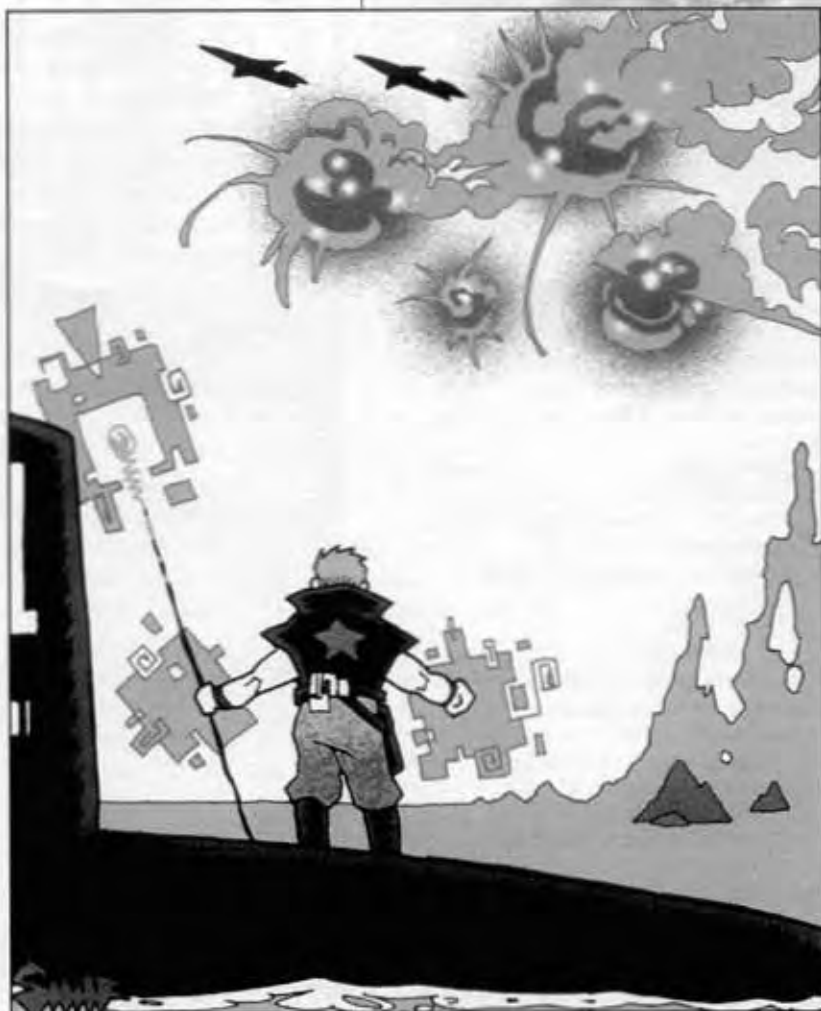
Meta-Spells [8]: Counterspell, Dispel Magic, Magic Resistance, Scryguard, Scrywall, Spell Shield, Ward, and *either* Great Ward or Restore Mana (VH).

Movement [5]: Apportation, Flight (VH), Hawk Flight (VH), Levitation, and *either* Flying Carpet (VH) or Teleport (VH).

Protection and Warning [3]: Missile Shield, Shield, Weather Dome.

Water [2]: Purify Water, Seek Water.

Plus the 20-point set below that matches the primary skill set chosen above:



CROSSOVERS (CONTINUED)

Merlin was found in 1992, when Necrotech wizards used a "soulburner gestalt" (p. 113-114) to power a mammoth Planar Summons spell in an attempt to conjure an angel. Instead, they got a parachronic conveyer. The I-Cops undertook a mission to retrieve it, and were shocked to find a high-tech world with magic! They think they recovered the conveyer secretly, but unknown to them, U.S. intelligence agencies detected the infiltration during their own investigation of the incident. After a multi-million dollar research project, the NSA and CIA magically backtracked the incursion to Homeline.

Now *both* sides – unknown to the other – are sending covert agents to infiltrate the other's world, with the CIA using top-secret planar travel spells (see p. G46).

GURPS Illuminati University

Illuminati University would be a good – if humorous – model for any high-mana campus in this world!

MAGIC AND THE PCS

The interaction of magic, technology and modern society is very complex. Players will surely devise unexpected combinations of spells, skills and actions that let them pull off perfect crimes, assassinate world leaders, change the world, etc. If the GM likes this style of play, that's fine. In a more realistic game, though, feel free to assume that other people are as smart as the PCs, and that some three-letter agency or high-priced consultant plugged that particular loophole years ago. It may even be necessary to throw absolutes in the path of the PCs:

"Sorry, but you fail. The president has an entire circle of wizards dedicated to protecting him. Their effective skill is very high."

"How high?"

"How many states in the union?"

"50."

"That's right..."

All kidding aside, the GM shouldn't go too far; after all, the players want to feel useful. It's logical to assume that governments and big organizations can pull out all the stops to defend vital interests, but this also means that circles of skill-25 wizards won't be available to track down every most-wanted criminal, handle every disaster, etc. The best are busy, protecting VIPs or vital installations, scrying out the latest rise or fall in the Tokyo Stock Exchange or the Russian cabinet, engaging in arcane technomagic research, or just standing ready to erect an Utter Dome over Washington in the event that World War III breaks out.

This is why a bunch of starting PCs with little backup are the only ones The Agency can spare to investigate those rumors of an atomic lich in Deadville, Texas...

CAMPAIGN BIBLIOGRAPHY

These works may prove inspirational to Game Masters:

Anderson, Poul. *Operation Chaos*.

Anthony, Piers. *On a Pale Horse*.

Hamilton, Laurell K. *Anita Blake: Vampire Hunter* series.

Heinlein, Robert. *Magic Incorporated*.

Turtledove, Harry. *The Case of the Toxic Spell Dump*.

Cast a Deadly Spell (movie).

Hyper Police (Japanese anime).

- 1, 2. *Air* [5]: Ether Static, Lightning, Purify Signal, Seek Emitter, Static Charge. *Body Control* [1]: Curse-Missile. *Knowledge* [2]: Any two of Mage Sight, Pathfinder or Wizard Eye. *Mind Control* [1]: Keen Eyes. *Movement* [2]: Homing Missile, Locksmith. *Protection and Warning* [3]: Sense Danger, Watchdog, and one of Force Dome, Reverse Missiles or Teleport Shield. *Sound* [1]: Sound. *Technological* [5]: Glitch, Guide Missile, Machine Control, Reveal Function, Seek Machine.
3. *Animal* [3]: Beast-Soother, Beast Summoning, and either Beast Link or an Animal Control spell. *Communication and Empathy* [1]: Persuasion. *Illusion and Creation* [3]: Complex Illusion, Illusion Disguise, Independence. *Knowledge* [2]: Pathfinder, Trace. *Light and Darkness* [1]: Hide. *Mind Control* [4]: Foolishness, Forgetfulness, Keen Ears, Keen Eyes. *Protection and Warning* [1]: Mystic Mist. *Sound* [5]: Far-Hearing, Hush, Silence, Sound, Wall of Silence.
4. *Air* [1]: Earth to Air. *Earth* [9]: Control Earth Elemental, Create Earth, Create Earth Elemental, Earth to Stone, Earth Vision, Shape Stone, Stone to Earth, Summon Earth Elemental, and either Earthquake or Entombment. *Fire* [3]: Detonate, Extinguish Fire, Mass Detonate. *Technological* [7]: Extinguish Radiation (VH), Irradiate, Resist Radiation, See Radiation, Seek Plastic, Seek Radiation, Shape Plastic.
5. (a) *InfoWar/Signals*: *Air* [5]: Ether Static, Lightning, No-Smell, Seek Emitter, Static Charge. *Communication and Empathy* [1]: Soul Rider. *Making and Breaking* [1]: Find Weakness. *Movement* [1]: Locksmith. *Protection and Warning* [3]: Blind Sensor, Pentagram, Spoof Sensor. *Technological* [9]: Glitch, Machine Control, Machine Possession, Malfunction, Purify Power, Reveal Function, Seek Machine, Seek Power, Stop Power.
5. (b) *PsyOps*: *Communication and Empathy* [5]: Compel Truth, Control Person, Mind-Search (VH), Possession (VH), Soul Rider. *Illusion and Creation* [2]: Illusion Disguise, Complex Illusion. *Mind Control* [12]: Bravery, Charm, Daze, Enslave (VH), Fear, Foolishness, Forgetfulness, Loyalty, Panic, Sleep, Terror, and either False Memory or Permanent Forgetfulness (VH). *Sound* [1]: Sound.
6. *Communication and Empathy* [1]: Sense Life. *Food* [2]: Decay, Test Food. *Healing* [17]: Awaken, Cure Disease, Instant Restoration (VH), Major Healing (VH)-14 [4], Minor Healing-15 [4], Neutralize Poison-14 [2], Regeneration (VH), Restoration (VH), Sense Disease, Sterilize.
7. *Air* [14]: Clouds-14 [2], Control Air Elemental, Create Air Elemental, Lightning, Predict Weather-14 [2], Rain-14 [2], Shape Air, Stench, Summon Air Elemental, Whirlwind, Windstorm. *Water* [6]: Create Water, Frost, Hail, Shape Water, Snow-14 [2].
8. As #7 (above), or: *Illusion* [3]: Complex Illusion, Illusion Shell, Independence. *Mind Control* [1]: Keen Ears. *Protection and Warning* [3]: Sense Danger, Teleport Shield, Watchdog. *Sound* [8]: Far-Hearing, Hush, Mage-Stealth, Noise, Silence, Sound Vision, Sound, Wall of Silence. *Water* [5]: Create Water, Ice Vision, Shape Water, Water Vision-14 [2].
9. One of #1-6, above, or: *Food* [2]: Decay, Test Food. *Healing* [1]: Minor Healing. *Meta-Spells* [2]: Pentagram-14 [2]. *Necromantic* [15]: Banish-14 [2], Control Zombie, Death Vision, Pestilence, Sense Spirit, Skull-Spirit, Steal Health, Steal Strength, Summon Demon-14 [2], Summon Spirit, Turn Zombie, Zombie, and either Animation (VH) or Soul Jar (VH).
10. *Knowledge* [3]: History, Measurement, Trace. *Making and Breaking* [8]: Clean, Find Weakness, Rejoin, Repair-14 [2], Reshape, Restore, Weaken. *Technological* [9]: Reveal Function, Schematic (VH), Seek Fuel, Seek Machine, Seek Plastic, Seek Power, Shape Metal, Shape Plastic, Test Fuel.

** Includes +2 for Magic.

6. MAGIC AND SOCIETY

AIRLOCK



Carmen Cazotte drew back. Her "master" had collapsed of exhaustion . . . no, his heart had burst. Ah well. Cazotte grinned, revealing small, perfect fangs. It was fun while he lasted. Fastidious, she licked herself clean, then stretched, her wings and horns popping out from concealment. That felt good!

Last week the young astrotech had spilled a Coke on a million-dollar oz-particle detector array. Afraid of losing his job, he'd tried to fix it with magic, only to bungle the spell, taking a certain Name in vain at the crucial moment.

And I am Sin made flesh. Until she'd crawled out of the video display and into Nile's lap, he'd never had a date. Not a very attractive physical specimen, Cazotte thought, but he did own a fascinating collection of graphic files . . . tempting him into keeping her a secret from the other astronauts on station had been almost too easy.

That closet was getting a little stuffy, though. Still, she'd had to wait until the moon shuttle made its weekly run. It was docking now. A stolen suit, a quick spacewalk, and she could be in the cargo lock before anyone noticed the body . . .

She glanced out the port hole. Gaea was a sexy lady, but she liked Diana better. And from what Niles had told her, the sex ratio on Kennedy Base was still badly unbalanced. Americans were notoriously puritanical. Such a lot of frustrated libidos! A perfect hunting ground for a succubus.

As she donned the space suit, Cazotte laughed gleefully. God had kicked her kind out of Heaven. Well, now she was back.

kurt98

A YOUNGER POPULATION

Legal immortality has been available since the Chinese invented youth elixir in 1972; a feat duplicated by American drug companies in 1980. In addition, Youth spells are available in hospitals. Regular treatment with either can negate or reverse aging. As a result, the wealthy remain vigorous for longer, and even members of the middle class are willing to spend large sums for the occasional age-reduction treatment. *Cosmetic* age reduction via a permanent *Alter Body* spell is much cheaper.

Magical youth has raised some major questions: Should it be covered by government-funded medical care or insurance? Who will pay for it? At what age is it "right" to begin treatments? There are fears that young people will be denied jobs and that power will be concentrated in the hands of a hidebound immortal elite, not to mention religious questions regarding what constitutes a "natural" life span. Statutory retirement age has already been pushed up to 75, and there are laws pending to base it on *physiological* age instead.

A huge controversy is brewing over whether beloved religious figures like the pope and the Dalai Lama should avail themselves of youth elixir. Some anti-Catholic extremists have equated an eternal pope with the antichrist; many agree that it's a bad idea. Similar controversy surrounds hereditary monarchies, especially in England, Japan and the Persian Gulf.

Complicating the immortality problem is the fact that Healing spells are leading to longer average life spans anyway — although new diseases may counter this.

Politically, opposition groups have been forced to give up hope that Castro will die of old age, that the "old guard" in China will leave power, etc. In the United States, former presidents and senators will probably be around until doomsday. The inability to "wait out" political opponents has led to more frequent protests, terrorism, assassinations and military intervention.

Another question troubling society is whether the age of majority and age of consent should be based on chronological or physiological age. Wealthy people may make themselves 16 again, but can they still vote, drink, drive or have consensual sex if their physical age drops below the limit? Can porn stars or strippers who "youthen" to 13 still do adult shows? Police and legislators struggle to keep up with widely varying community standards and test cases in the higher courts.

Society has changed in many ways in the United States, Canada, Mexico, and other nations that Trinity's Shadow has gifted with a high proportion of mages.

Agriculture and Fisheries

Five spells have boosted agricultural productivity by almost a factor of 10: Bless Plants, Heal Plant, Plant Growth, Predict Weather and Rain. Farms and ranches also benefit from Animal and Healing spells. Agribiz is booming, and the percentage of Americans living on farms has actually *increased* since the 1950s.

Use of the Beast Summoning, Fish Control and Water Vision spells has made fisheries more productive and has reduced "wrong species" kills. Overfishing remains a problem, and complaints of magic being used to lure away fish stocks has led to international quarrels.

Architecture

Cities in Trinity's Shadow have seen a "neo-Gothic" revival, as glass-and-steel skyscrapers are replaced by cheaper, but more impressive, edifices built from magically created stone. Shape Stone spells have led to a profusion of statues, sculpted columns and rooftop gargoyles. Earth to Air and Earth Vision have reduced the cost of underground tunneling by more than 90 percent, so many buildings have multiple sub-basements. Where real estate is in short supply, many larger cities have extensive subterranean developments; the largest in North America is the huge underground city-cum-shopping mall located beneath the city of Edmonton, Canada. Another famous labyrinth is New Mexico Disneyland's "DwarfWorld" theme park.

Business

A variety of magic-oriented businesses have sprung up.

One-Spell Shopping

Known as "Johnny One-Spells" (after the famous cartoon), these walk-in shops offer specific spells or magic items to customers off the street. The staff are mainly high school or college mages doing a part-time job, or non-wizards who perform the work using store-owned magic items. Consulting and ceremonial magic are unavailable, as these shops depend on quick customer service and turnaround to make a profit. Skill levels average 12-14; costs are typically \$15/energy point.

Successful Johnny One-Spells have become chain or franchise operations, and can be found worldwide. Some examples, along with the spells they specialize in:

Auras Are Us: Aura, Detect Magic.

Body Boutique: Alter Body, Alter Visage. Pay in advance for a specified duration.

Brownie Dry Cleaners: Clean.

Doc Hermes: Minor Healing.

Fair Witness: Truthsayer.

Four-Leaf Clover: Bless.

Lionheart: Bravery. "Courage without a bottle" is the company slogan. Customers often visit before asking for first dates, breaking up, taking exams, public speaking, coming clean or attempting suicide. Sometimes the latter instead find the courage to go on . . . until the spell wears off.

Petfinders: Beast Seeker.

Questworld: History, Seeker. Their slogan is "Seek the lost, find the true."

Rasputin's Café: Monk's Banquet. Popular with goths and people who wish to lose weight.

Retail Magic-Item Shops

Magic items are generally too expensive to be on sale everywhere, but some chains specialize in them:

Abracadabra Books: Sells pocket grimoires and digital Scrolls, as well as general technomagical and occult literature. Extensive Web site.

Cyberscrolls: Specializes in wizardly software and computers. Scrolls on CD, desktop wizards (p. 69), etc.

DuPont Carpet Dealerships: Flying carpet sales. Some showrooms also offer Kevlar™ and Ectoweave™ riding gear.

Emperor's New Clothes: Rents jewelry enchanted with pre-set Illusion Disguises. Clothing, total coverage, head-only (mask) and body-only versions are all available. Examples include instant costumes, "hardbodies," celebrity and fictional character disguises, illusionary race and sex alteration, and Halloween specials. Three-day rental is \$15 for Simple Illusion, \$45 for Complex Illusion.

J.W. Wells: Luxury magic-item department store found in big cities. Departments include camping, clothing, consumer, domestic, Scrolls, sporting, toys, etc. Most items are under \$3,000.

Kabbala Robotics: Golem and animated object sales, service and repairs.

Rent-a-Rug: Large flying carpet rental chain.

Spell Shack: Sells wizardly tools – Powerstones, technical grimoires, Scrolls, opals, etc.

Wizard's Tower: Specializes in upscale consumer magic items (\$1,000-\$10,000).

Wizardly Contractors

These offer specific, high-demand professional services. See *Wizards for Hire* (p. 100) for typical fees.

Cloudbusters America: Specializing in weather-control and protection spells. Cloudbusters has offices in both rural centers and urban areas. Besides agriculture work, they're often hired to provide area protection for outdoor weddings, markets and sports events, and to de-ice roads or make snow on ski slopes.

College Pro Earthscapers: A contractor specializing in Earth spells for landscaping and construction.

Forever People: Provides expert Suspended Animation castings and secure resting vaults.

Hermetic Wards, Inc.: The best-known home and business security firm, providing expert magical protection for people, privacy and property. Hermetic's sticker is found on store windows across America. They cast temporary and permanent Protection and Warding spells, as well as Drain Mana, Fireproof, Pentagram, Scryguard, Scrywall and Spell Shield.

Mystic Arts Self-Defense Dojo: Offers group lessons in combat Body Control spells, as well as lectures on how to best defend against magical attack.

Nostradamus Consulting: Professional divinations.

Prospero Agency: Offers Analyze Magic spells. Also provides a service connecting freelance wizards with clients for a 5 percent cut.

Rico & Sons: An extermination firm that specializes in thaumaturgical pest control, mainly using Animal spells.

Strawberry Mirage Unlimited: Interior decorators. They use an Illusion Shell as a demonstration. If the client likes it, they will make it permanent.

Warlock's Garage: Specialists in Making and Breaking spells, especially Reshape (\$30) and Repair (\$5 per energy point).

Warpspeed Delivery: Offers package teleportation between their offices over continental distances (via Teleport Other). You can also phone their operator and have him pluck images of various destinations from your mind; within five minutes, a courier will teleport to the requested place to pick up a parcel and take it elsewhere.

MAGICAL EQUIPMENT

How common are things like Magelocked doors, Scryguards, and golem guards? The simple answer is that people have what they need and can afford. Decide on a security budget – a few thousand dollars for a pawnshop, \$10,000 for a jewelry or magic-item store, \$100,000 for a big bank or sensitive lab, millions for a top secret installation – then see what it buys. Industrial enchantment isn't practical for spells placed on structures, so use "slow and sure" costs for anything that can't be done "quick and dirty." Many protective enchantments are possible for things like windows, doors, carpets and linoleum segments, though, and these can be mass-produced.

The same rule of thumb applies to other magic items. If you want to equip a group – be it a criminal gang or a special forces team – then assign an equipment budget and split it as desired between mundane equipment and magical gear. A street gang member probably won't have more than \$1,000 to spend on guns, ammo and magical toys; this might buy a pistol or SMG, an inhaler and a few shots of a combat or healing elixir. A SWAT team or the bodyguards of a cartel drug lord might have \$20,000 of kit each: enough for spell-piercing ammo and Missile Shield items!



TECHNOLOGY: EARTH VS. MERLIN

How does this world's science and technology differ from that of our own Earth? For simplicity, assume that most of the discoveries that were made on Earth were either made here as well or replaced by similar, parallel technomagical developments.

MAGES VS. MUNDANES?

The potential socioeconomic imbalance between mages and non-mages is a major social issue in America. Mages can expect higher salaries, on average, and this gap seems to be widening. On the other hand, the number of mages being born is growing, and genetic engineering promises ways to make everyone a wizard.

To date, two things have prevented the alienation of the mage population. First, mageborn are spread across all socioeconomic groups. Second, the existence of a high-mana belt where everyone can use spells, as well as magic items usable by non-mages, has kept mages from being seen as too freakish.

Mages are no better represented in political office and senior executive positions than are other members of their sex and age group. The relative youth of the mageborn populace and the perceived higher rewards for wizards in professional careers have kept them from high political office. The United States hasn't had a mage president, governor or supreme court justice, but mages have held most other political offices, especially in the Southwest.

WIZARDS FOR HIRE

Wizards specializing in particular applications (e.g., construction, detective work) or magical colleges can be found in the phone book. Industry-standard rates for hiring a wizard are given below. Most wizards will have spells at level 13-15.

Consulting: Fees vary widely, depending on the mage's experience, position and talent. A typical fee is \$125/hour. Extra expenses, like travel and spell casting, will be billed.

Spell Casting: This averages \$10 per energy point the spell would cost to cast and maintain, before skill reductions. Spells that need Magery 2 to learn cost \$15/point, while those requiring Magery 3 average \$30/point!

Ceremonial Magic: Combine the hourly consulting rate with the cost for spell casting.

Salaried Positions: If you want to hire a mage for an extended period of time, it may be cheaper to pay him a regular salary. Average rates for an experienced wizard are \$250/day for one with Magery 1, \$375/day if Magery 2 and \$750/day if Magery 3.

Modifiers: For an expert, double the price for every point of skill over 20; skill levels over 25 are normally unavailable. Hazardous jobs will cost two to 10 times as much (GM's option). Criminal wizards will charge similarly inflated fees for illegal spell casting.

Fashion

Enchanted apparel – everything from sneakers with Haste spells to clothing with permanent Clean spells – is worn by the rich and famous. One daring style is “illusionary clothes”: jewelry that casts an Illusion Disguise of an intangible outfit. The wearer is nude, except for shoes! Popular both for glittering high-fashion gowns and men's or women's swimwear.

Odor spells of various perfumes, enchanted onto jewelry or lingerie, are popular; a recent brand is “Essence of Succubus.” Alter Visage and Alter Body spells have replaced the plastic surgeon with the body stylist; see *Artist* (p. 70). More controversially, Alter Body has been used to permanently alter apparent race and sex, change skin color, make chimeras appear as “normal people,” etc.

Law and Order

The United States has had to draft new laws – and amend old ones – to deal with magic. The laws of other nations in Trinity's Shadow follow a similar pattern.

Court Procedures and Magic

Since 1972, the Compel Truth spell has been used for witness testimony in American courts: an extension of the oath to “tell the truth, the whole truth, and nothing but the truth.” It is cast by a court-appointed wizard or bailiff. Since the subject is only prevented from lying – not from remaining silent – it has been ruled constitutional. This has vastly improved the speed and quality of American justice, making it much harder to convict the innocent.

It is illegal (contempt of court) to resist a Compel Truth spell in court. While Compel Truth *can* be resisted, the caster always knows when this is the case; if so, it can simply be recast until it eventually succeeds. Since Compel Truth has been scientifically proven to be 100 percent accurate if not resisted, clear statements of innocence during questioning under Compel Truth are generally regarded by most juries as convincing proof that someone is not guilty.

One reason for the acceptance of Compel Truth was the threat of the collapse of the judicial system due to the danger posed to eyewitness testimony by Illusion and body-altering spells. Since people and cameras can be fooled by such spells, and since audio recordings indistinguishable from reality can be made of Complex or better illusions, testimony can be discredited if reasonable doubt can be raised that such magic may have been involved.

In modern trials, forensic and circumstantial evidence are more important than ever. Magic has proved a useful tool for the prosecution when gathering such information, and most police departments are well-trained in forensic sorcery.

“Mindtapping” and Magical Surveillance

Spells allow wizards to see not only into boardrooms and bedrooms, but also into minds and souls. While the law can't keep people from doing so secretly, it does impose some restrictions on psychic snooping. In general, if a mental detection-type spell is Resisted (p. M13), casting it without informed consent constitutes an invasion of privacy. Note that the police routinely use *non-invasive* spells, like Sense Foes or Aura, when stopping suspects, before entering a dwelling, etc.

Compel Truth: Outside a court of law, this spell can only be cast on a subject who gives informed consent. Employers may require an employee to sign a “factuality consent agreement” that requires him to subject himself to this spell on a periodic basis or lose his job, however. This is the case in all U.S. armed forces and intelligence agencies.

Glass Wall, Wizard Ear, Wizard Eye, etc.: Spells of this kind are legally treated like mundane surveillance gear. Police may use them to monitor public places, to tail individuals moving about in public, etc., but need a warrant to spy on private property.

Mind-Reading, Mind-Search and Soul Rider: Use of these spells on another person without his informed consent or that of his legal guardian (e.g., for psychiatry) is a felony – although about the only way to prove that someone did is to have someone else witness the caster admitting to it. Law-enforcement agencies may use these spells on a particular subject or on all subjects in a particular area with a judge's permission, subject to the same restrictions as wiretaps. Evidence gained solely from such spells is inadmissible in a court of law, however.

Of course, espionage agencies and the military will use all of these techniques during operations on foreign soil.

Magical Crime

Magical crime is a growing problem, as society faces issues like wizardly theft, mind-control scandals, demon cults, criminal necromancy and illegal alchemical drugs. The law treats spells and magic items as *tools* or *weapons* when used in the commission of a crime. If someone used Create Fire to burn down a building, the law would view the spell just as it would a jug of gasoline; if the fire was set deliberately to toast someone, the charge would be "assault with a deadly weapon."

The magical crimes troubling society include:

Bodynapping: The Exchange Bodies spell has led to a variety of crimes involving multiple body switches. Some involve "replacing" someone to seize position or wealth, others a desire for a healthier, younger or more famous body. The limiting factors on such crimes are the difficulty of the spell and the fact that no legitimate organization teaches it. Intelligence agencies like the CIA and KGB are rumored to make occasional use of Exchange Bodies in covert operations.

Computer Crimes: These are on the upswing, thanks to Machine spells, but are being combatted by cyberwizzes and seers employed by government agencies. Of course, sometimes a magical backfire leads them to the wrong target!

Counterfeiting and Fraud: The use of Copy, Illusion Disguise and Mind Control spells in these crimes is common. Paper money is protected by integral threads, holograms and textures.

Demon Summoning: In some nations, especially Islamic ones, this is punishable by death. In the United States, it is a criminal violation of immigration law, punishable by up to 12 years in prison.

Magical Domination: The willful, non-consensual control of another person's mind or body via a spell, magic item, etc. It ranges from a misdemeanor (e.g., casting Itch or Drunkenness) to a felony that carries a lengthy jail term (for any spell that causes or results in lengthy trauma or suffering). This is *in addition to* any criminal or civil charges that may result; e.g., if a victim was coerced into sex (rape) or giving up money (theft), suffered an accident (assault), etc. See also *Preventing Magical Domination* (p. 102).

Magical Trespass: Property rights extend into the ethereal plane, so entering someone's house using Ethereal Body is trespassing. Sending a magical puppet or construct onto private property is also trespassing. This includes the use of possessed animals, Wizard Eyes or Ears (visible or not), elementals, animated objects, golems, zombies and skull-spirits. Teleporting into a house isn't a break in, but it *is* trespassing.

Necromancy: This isn't against the law; in fact, there are thousands of mediums who summon spirits. Raising a human zombie or skull-spirit is "unlawful (necromantic) interference with a dead body," however, and is punishable by up to five years in prison.

Soul Theft: The use of Soul Jar to bind another's soul in an object. In the United States, it's a crime punishable by 20 years to life in a federal prison. It often leads to blackmail or murder, since destruction of the "jar" will instantly and tracelessly kill the victim. Organized crime – and some spy agencies – Soul Jar their own agents as insurance against defection.

Zombie Labor: Corpses perform stoop labor on isolated farms, in sweatshops, etc. They may be stolen from graveyards, but they are frequently kidnap-and-murder victims – often illegal immigrants, whose hopes of a *living* wage end in damnation.

MEDICAL CARE

Medical costs in the United States tend to be high, but private and corporate medical insurance plans exist. In other countries, the state foots the bill, but personal taxes are correspondingly higher or medical care is less sophisticated. Doctors and hospitals do not require cash up front for emergency treatment, like Minor or Major Healing spells, but may require proof of medical insurance (or the ability to pay) before starting complex procedures like Regeneration or the treatment of a magical disease.

Some typical capabilities:

Walk-In Clinic. Skills: Diagnosis-11, First Aid-13. Spells: Minor Healing-13.

Doctor's Office. Skills: Diagnosis-14, Physician-14. Spells: Awaken-12, Cure Disease-13, Minor Healing-13, Sterilize-12. Small supply of elixirs (see *Pharmacy*).

Psychiatrist's Office. Diagnosis-11, Psychology-13. Spells: Aura-13, Compel Truth-13, Mind-Reading-12, Sense Emotion-13, Truthsayer-13.

Pharmacy ("drug store"). Over-the-counter: Aesculapius, Chiron, Janus. Prescription: Ceres, Hydra. See also sidebar pp. 50-51.

Paramedics (ambulance team). Skills: First Aid-13. Spells: Lend Health-13, Suspended Animation-12.

Small City Hospital. Skills: Diagnosis-14, Physician-14, Surgery-15. Spells: Awaken-12, Cure Disease-14, Major Healing-15, Minor Healing-16, Neutralize Poison-14, Regeneration-15, Restoration-15, Sterilize-14, Suspended Animation-14. Has a pharmacy.

Large City Hospital. Skills: Diagnosis-15, Physician-15, Surgery-16. Spells: Awaken-15, Cure Disease-15, Drain Mana-15, Exorcism-15, Instant Regeneration-15, Instant Restoration-15, Major Healing-16, Minor Healing-17, Neutralize Poison-15, Regeneration-15, Restoration-15, Sterilize-15, Suspended Animation-15. Additional resources include a pharmacy, various specialists and surgical necrolasers (pp. 46-47).

EMERGING DISEASES

Hosts of frightening new diseases have emerged:

Magic-Resistant Diseases

Strains of conventional bacteria and viruses that possess Magic Resistance (usually 1-6 levels) are becoming more common as germs that lack this defense are wiped out. A typical example is Guatemalan Flu, a strain of influenza that struck in 1997, which possessed Magic Resistance 4.

Magic-Resistance Deficiency Syndrome (MRDS)

This virus was first noticed among vampires, hence its other popular name, "Helsing's disease." Since then, several thousand cases have been diagnosed, mostly among wizards.

MRDS propagates when someone receives magical energy from an infected person, either by leading a ceremonial spell casting or via a Lend Health, Lend Strength, Steal Health, Steal Strength or Share Strength spell. Anyone who gets ST or HT from an infected subject must make a HT roll or become infected himself, as the virus siphons off energy from the exchange in order to transmute his cells. No physical contact is necessary!

The virus attacks the body's ability to resist magic. A MRDS victim must make a HT roll each month. Failure means he gains a level of the Magic Susceptibility disadvantage (p. C198). MRDS is not itself lethal, but individuals afflicted with it are extremely vulnerable to both other magic-related diseases and malign sorcerous influences.

MRDS is immune to the Cure Disease spell. Time spent in a no-mana area or in Suspended Animation does not count toward the progression of the disease, however. For each full month spent in a no-mana area, roll 3d vs. (HT-4); on a success, it's cured.

Ambulatory Necrotic Plague

This dread disease is caused by an *undead* bacterium. The only known carriers are toxic zombies, humans and mundane animals. Evidence suggests that it originated in zombie rats living in a death-aspected mana-active waste dump in Elizabeth, New Jersey.

Continued on next page . . .

Preventing Magical Domination

Everyone is aware of the dangers posed by Mind Control and possession spells, especially where Permanent Forgetfulness or False Memory is involved. If someone starts behaving oddly or out of character, or has gaps in his memory, psychic domination is one of the *first* things that people will suspect. The number-one fear of parents isn't kids getting into drugs, but that someone will use magical mind control to abuse them.

This is a very real threat. In 1998, 11 percent of all magic-related crimes reported in America involved magical domination, typically for the purposes of fraud, sexual assault, theft, kidnapping or slavery. This is generally treated as "magical domination" (p. 101) *plus* an aggravated form of any other offenses committed, much as if drugs were used. The most dramatic cases involve cult leaders or organized crime enslaving scores of victims, but more often than not, the criminal dominates only a few victims at a time. Most insidious of all is the use of such spells within the family: this is very hard to detect, and can lead to long-term damage.

The corporate and government worlds take the security risk posed by domination very seriously. Fortunately, spells like Aura offer fast, non-invasive ways to determine influence. Many schools and workplaces employ psychologists or security staff to test students, employees, managers and each other every so often — much as they would conduct random drug tests or psych evaluations. For people in sensitive government jobs, or in corporations worried about industrial espionage, aura scans may be needed to enter the premises. The bodyguards of VIPs also perform regular scans of their principals, and have procedures ready in event that their superiors' minds are "compromised."

Mind control or possession is a valid legal defense; the controller can be charged with any acts committed, plus psychic assault. Contracts or transactions made under magical influence are considered void. The standard police procedure when investigating alleged magical domination is:

1. Cast Aura to determine if there are any spells still on the subject, followed by Dispel Magic or Remove Curse, if necessary.
2. If the subject is presently free of domination, but claims that it occurred, Compel Truth or Mind-Search is used to determine if the subject is telling the truth.
3. If there's cause to suspect that the subject was controlled but his memory was erased, a psychologist will be called in. An examination will be used to locate possible memory gaps, followed by reversed Permanent Forgetfulness to restore lost memories, if necessary.

Animal Relations

Animal rights are a huge issue. The use of Beast Speech to "talk with animals," the Rider Within and Shapeshifting spells, and the existence of chimeras all make it easier than ever for people to identify with animals — especially smart ones like dolphins, whales and chimps. Wealthy pet owners or mages who have Beast Speech spells or magic items bond very closely with the pets they can now talk to, and Healing spells (especially Youth) are often used on beloved animals. Both opposition to animal experimentation and militant vegetarianism are growing.

There is another side to the story, however. Government regulations on magic, especially elixirs and genetic enchantment, mandate animal testing before human trials. Now that a scientist can monitor a lab rat's condition with Aura and ask it how it feels using Beast Speech, the experimental data is *much* more precise . . .

Manufacturing and Industry

Magic is a huge part of the industrial sector, especially in aerospace (e.g., flying carpets), consumer goods, defense, health care, luxury items, magical electronics (e.g., computers and software), power systems and tools (e.g., golems, Shape Earth items, enchanted farm tools, Powerstones).

It is common for magical components to be integrated into a mundane product instead of enchanting the whole thing. For example, a car might have "stainless"

windows or upholstery enchanted with the Clean spell, a Harmonic Converter™ engine (p. 115) or, if it uses a gasoline engine, a Purify Air grid on its exhaust. The more expensive the mundane item, the more cost-effective it becomes to integrate enchantments; thus, luxury limousines and jet aircraft often have *many* magical components.

Magic is increasingly being used at the manufacturing level, too: Find Weakness is vital for quality control. Purify Air lowers plant emissions, raises health and safety standards and, in combination with Wall of Silence, makes it possible to put industry closer to residential areas. Inscribe and Small Vision are used to develop prototype computer chips. Shape Metal drastically reduces the cost of machining hard-to-work metals like titanium. Finally, "industrial manabots" – like animated machine tools – are common in high-tech factories.

Spells like Earth to Air, Earth Vision, Seek Earth/Metal and Seek Fuel have made prospecting child's play, and have discovered or opened up many inaccessible resources. With the availability of Breathe Water spells and golems, underwater mining is also becoming an affordable option. Many nations have contracts with American or Mexican mining companies that can provide magical specialists.

All of this is powered by Pentagon-shielded nuclear reactors and mana-engines (p. 115), which are slowly replacing coal- and oil-fired generators.



EMERGING DISEASES (CONTINUED)

The bacillus is apparently a mutated intestinal bacterium. The mutation may occur spontaneously in someone exposed to high levels of radiation. The disease can also be contracted from the bite of a toxic zombie or by eating toxic zombie flesh; e.g., a dog could bite a zombie rat, become infected and go on to bite and infect humans. The bacterium has been cultured in labs as well; it is not airborne, but it could be injected into someone . . .

Anyone bitten or clawed by a toxic zombie must fail a roll vs. (damage taken) to avoid coming down with the disease. If the roll is less than the damage, infection occurs; a 3 or 4 always causes infection. Roll only once per day, no matter how often the victim is bitten or clawed that day. Those who ingest tainted meat must roll vs. HT to avoid the disease; those injected directly must roll vs. (HT-5).

One infected, the victim's skin and organs slowly rot, but this doesn't affect ST or HT, as the bacteria transform the vital organs into undead tissue. Symptoms manifest after (victim's HT) hours and progress through three stages:

Stage 1 (after HT hours): Body temperature drops. Skin becomes pale. Sores develop. Lose one level of Appearance. If still alive, lose 1 point of DX and acquire High Pain Threshold and Slow Healing 1 (p. C104).

Stage 2 (after HT × 2 hours): Body temperature unnaturally low. Patches of skin peel off. Lose another level of Appearance. If still alive, lose 2 points of IQ and acquire Bad Smell (p. C180).

Stage 3 (after HT × 6 hours): If still alive, the victim dies. Either way, he will transform into a toxic zombie (see p. 56).

The victim can be saved if properly treated *before* the disease reaches Stage 3.

The bacterium is immune to conventional drugs, radiation and chemotherapy, as well as the Cure Disease, Sterilize and Suspended Animation spells. There are only two known ways to halt the disease: a successful Exorcism spell will kill it, and moving the patient into a no-mana area will stop its progress.

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EMERGING DISEASES (CONTINUED)

Neither measure is enough to save the patient if the disease is at Stage 1 or 2, as the patient's tissues will have been partly eaten away. Without the undead bacteria to provide their unearthly vitalization, the patient will experience multiple organ failures and internal infections. Upon being "cured," he will lose 1d HT immediately, and a further 1d HT/hour (Stage 1) or 1d HT/minute (Stage 2) until dead. A successful Instant Restoration or Instant Regeneration spell will end the HT loss and effect a true cure; apply a -4 penalty to the caster's skill if the disease has reached Stage 2.

Vampiric Leukemia

A rare form of leukemia, usually caused by exposure to high levels of mana-active radiation (see pp. 44-46). Victims must roll vs. HT every (current HT) weeks. Critical success means no HT loss; success, the loss of 1 HT, and failure, the loss of 2 HT and 1 ST. Obviously, as HT decreases, the disease will progress more rapidly, eventually leading to death.

A victim reduced to less than half his original HT loses weight and gains the Albinism disadvantage and the Night Vision advantage. If ST or HT reaches 0, death occurs. Decay will *not* set in, as insects and bacteria will avoid the corpse! Instead of rotting, the corpse actually starts to repair itself; three days later, it rises as a vampire, with ST and HT restored to pre-disease levels and further increased by vampiric racial attribute modifiers (p. 57).

Aside from leaving one's body behind (via Exchange Bodies, Permanent Machine Possession or Permanent Possession), there is no known cure for vampiric leukemia. In a no-mana area, the victim will continue to suffer the progress of the disease, but won't rise as undead afterward. A Suspended Animation spell will halt the progress of the disease for the duration of the spell. The disease is unaffected by necrolasers, Cure Disease or any other known Healing spell.

Experimental alchemical drugs aimed at curing vampiric leukemia are under development. An alchemical cocktail (Translixir of Alucard) uses a mixture of depleted neoronium oxide and several medical elixirs; it costs \$2,000/month and adds +3 to HT rolls to resist the disease's progress, but cannot cure it.

Medicine

Health care is completely dominated by magic; conventional surgery is nearly obsolete. Medical colleges keep the old skills alive – just in case – but most trauma is handled with healing magic. For instance, paramedics use the Lend Health spell to stabilize patients, while walk-in clinics and family doctors can heal minor injuries in seconds. Pharmacies offer healing elixirs with equivalent effects; these can also be found in first-aid kits.

The War Against Disease

The perfection of the Cure Disease spell in the early 1960s appeared to end the scourge of infectious disease. Anything from the flu to leprosy could be instantly cured with a quick visit to the family physician. By 1970, the World Health Organization was confident that as many as 75 percent of all major infectious diseases that afflicted humans or livestock had been eradicated. Aesculapias was triumphant; Apollo's arrows had been broken at last.

Or so it seemed.

As always, the bugs struck back. In the 1980s, an onslaught of new and terrifying mutant germs began to make themselves felt. Just as a certain percentage of humans and animals were altered by the Hellstorm, so it was among microbes.

Some new germs simply possessed innate Magic Resistance. Cure Disease spells had killed off many of the strains that were vulnerable to magic, but those that weren't survived and thrived. Far more terrifying were the new diseases caused by *magical* bacteria, parasites and viruses: ambulatory necrotic plague (pp. 102-104), magic-resistance deficiency syndrome (p. 102) and a growing number of others. Most did not respond to conventional spells or drugs. Some of the new bacteria could not be killed by any conventional treatment; they were already dead – *undead*.

Cancers and genetic "diseases" cannot be cured by Cure Disease, but more exotic techniques – like surgical necrolasers (pp. 46-47), elixirs and genetic magic – are showing promise.

Military Science

Most military wizards serve in special units: healing the injured, magically repairing damage, manipulating the weather, scrying for information or guarding against enemy scrying. Others are PsyOps or special forces warlocks (p. 94). While direct-attack spells are sometimes used, mages are effective out of proportion to their actual numbers when spreading terror with spells that turn the enemy against himself: Charm, Machine Control, Possession, Zombie, etc. Wizards also protect units, firebases and HQs with Force Domes, Teleport Shields and Utter Domes.

The average grunt still carries an assault rifle and grenades; magic hasn't made bullets obsolete. Missile Shield magic items are too expensive to deploy for ordinary troops, and in any case are ineffective against the real battlefield killer: artillery. Such items are used by many special forces units, however. Due to the expense of spell-piercing ammo, the specter of bulletproof elite infantry has led to increased emphasis on training with grenades, bayonets and even swords!

Artillery remains king of the battlefield. Teleportation wands have partly replaced howitzers and surface-to-surface missiles, and exotic mana warheads supplement mundane munitions. Cavalry has mounts again, thanks to dragons. A dragon isn't heavily armed or armored, but can carry a minigun or rocket launcher to supplement its breath weapon. Infantry love dragons: they're light air support that doesn't burn gas and that can go anywhere a soldier can go, take cover, live on K-rations (and dead enemy soldiers), dig a trench and help cook a hot meal. Dragons may fly sans rider or be partnered with a human wizard.

Tanks and combat aircraft are equipped with a full array of magical sensors and wizardly defenses. When vehicles cost a cool \$2-3 million each, it's cost-effective to spend another \$500,000 or so on special gear like Telepathy and Hide Thoughts helmets or See Invisible and Hawk Vision goggles for the crew. Some front-line vehi-

cles – and many smaller missiles – have spells like Fortify, Missile Shield or even Invisibility on them. Some guns and missiles are enchanted, and with the shells for a tank's main gun costing hundreds of dollars apiece, things like Accuracy spells and spell-piercing DN ammo (p. 47) are downright affordable. Many combat vehicles incorporate batteries or turbines to be used with the Draw Power spell, and magic items are powered directly off of these.

The Pentagon is aware that domestic support for peacekeeping missions and other PR-sensitive operations hinges on minimizing the risk to "troops on the ground" and aviators. To this end, the United States is deploying ever-greater numbers of golem infantry and autonomous "ghost weapons" controlled by Animate Machine spells.

In the naval world, nuclear vessels have their own NEMA reactors on board for extra magical power. Major surface weapons are missiles, often enchanted, and meteorological warfare – the latter being effective against aircraft carrier operations. Sound spells are used to hunt or decoy sonars in anti-submarine warfare, and Ice Vision and Water Vision spells make life harder for subs. Controlled or possessed fish are often used as scouts and mine hunters. Argentina's Condor Group necromancers are infamous for raising undead warships (see *GURPS Undead*) from watery graves.

Strategic weapons include space platforms armed with kinetic-kill devices (i.e., big rocks), and high-Power Teleport Other wands (or circles of mages) that can deliver necronium bombs, necronium dust and bioweapons.

There's a large international market for enchanted weaponry. Most is made in the United States, but Canada, Cuba and Mexico, as well as non-Shadow nations Russia and Argentina, are also exporters.

Psychology and Psychiatry

Psychology has made great strides, thanks largely to Communication and Empathy spells. Psychiatric treatment has also benefited. Nearly all mental health professionals currently practicing are or work with wizards or equivalent magic items. The basic thaumaturgical tools for the study of the mind are the Aura, Compel Truth, Mind-Reading, Mind-Search and Sense Emotion spells. Aura and Sense Emotion are used routinely (and don't require patient consent), and provide a vital insight into patients' response to questions asked during therapy sessions.

The majority of psychologists believe that the repeated use of Mind-Search is necessary for diagnosis and therapy, although this and other "resistible" spells require the consent of the patient or his legal guardian. Of course, when an analyst or psychologist can read thoughts, the confidentiality of his records is even more vital! U.S. court decisions have strongly affirmed such rights.

Thaumaturgical behavior-manipulation techniques – i.e., Mind Control spells – are far more controversial. At first, these were treated as a more refined form of hypnotherapy, but it soon became obvious that they were far more potent.

In the 1960s and '70s, mind-control magic got a bad name thanks to its abuse by totalitarian regimes and criminals. In the former Soviet Union, and even today in Argentina and other dictatorships, state-run "mental institutions" used mind-control magic on criminals and political prisoners, among others. Great Geas is the "brute force" method for changing minds. More subtle techniques involve a series of Fear, Permanent Forgetfulness and False Memory spells to construct artificial event sequences that destroy a subject's connection with reality or provide reasons for him to alter his beliefs or loyalties.

FLYING CONVEYANCES

Boeing Witchcraft: One-seater, "broomstick" with handlebars and a speedometer. Power 16 (32 mph). PD 2, DR 3, HP 12. \$144,200, 5 lbs.

DuPont Ghost Rider: Two-hex "sports-carpet." Power 17 (34 mph). PD 2, DR 8*. \$385,300, 12 lbs.

DuPont LUC-1W "Lucky": Six-hex military "light utility carpet" with Missile Shield**. Power 15 (30 mph). PD 2, DR 8*. \$453,900, 39 lbs.

DuPont Rug-Ranger. Civilian version of LUC-1. Power 15 (30 mph). PD 2, DR 8*. \$323,900, 39 lbs.

DuPont Vizier: Four-hex "family carpet." Power 15 (30 mph). PD 2, DR 8*. \$241,300, 12 lbs.

Lockheed Stormcloud: Four-hex carpet. Power 16 (32 mph). PD 2, DR 8*. \$289,300, 12 lbs.

Sikorsky Skyshadow: 16-hex heavy carpet. Power 15 (30 mph). PD 2, DR 8*. \$725,200, 48 lbs.

* PD 1, DR 2 vs. impaling.

** Spell protects vehicle and occupants, but costs to cast and maintain are multiplied by carpet size in hexes.

AIRPORT SECURITY

On most jetliner flights, magic items must be checked, and Aura and Detect Magic spells are cast on the passengers and their luggage. Some carriers also drain mana from passenger compartments, making them low-mana or even no-mana areas. The latter has helped reduce the spread of magical diseases, vampires, etc., but is also discriminatory to chimeras and so is rare on flights serving Trinity's Shadow.



SPACE TRAVEL AND INDUSTRY

Earth orbit has become increasingly crowded as smaller nations and corporations deploy thousands of civilian and military satellites and dozens of manned space stations.

Three-thousand people currently live and work in space, although much of the heavy labor there and on the moon is performed by golems, since they don't need to breath air. Work includes the construction of spacecraft, lunar bases, and space stations; the establishment of lunar colonies and science labs, and the assembly and maintenance of satellites of all sorts. Other ventures – like solar power satellites, lunar mining, and the production of metals, crystals and biochemicals in weightless conditions – are in early stages. Leading the way has been the Sephiroth Corporation, whose *Yetzirah* facility contains zero-gravity space factories for producing elixirs and huge, flawless crystals for Powerstones.

See *National Astromancy and Space Administration* (p. 112) and *Sephiroth Industries* (pp. 116-117) for descriptions of their space facilities.

Today, mainstream psychiatry is beginning to accept the use of Great Geas in the *voluntary* treatment of addictions and obsessive behavior, from smoking to anorexia. It has been endorsed in situations where the patient is willing to accept the Geas and the doctors concur it is beneficial. Much more controversial are those who advocate its use to "deprogram" cult members. The shrill calls of anti-gay groups (including one far-right U.S. senator) to "cure homosexuals" also fan the flames.

Experimental magical therapies are offered by some therapists, but remain controversial. For example, Permanent Forgetfulness is sometimes used to erase traumatic memories, but many psychologists denounce this as a "quick fix" whose "memory gaps" can disturb the patient as much as – or more than – the original memory. Another new technique is roleplaying using Illusion spells, Alter Visage, Alter Body and Shapeshift Other to temporarily or permanently shift a patient's self-image.

Pure Science

In the natural sciences, Clean, Cold, Heat, Measurement, Sense Life and various "Seek" and "Purify" spells are used in labs, while Divination is used to check experimental results. In physics, Radiation Jet (p. 38) and Particle Beam (p. 38) have reduced the cost of high-energy research, and Fireproof and Force Dome have been used experimentally to contain fusion; fusion power may be on the horizon, although there are worries about the high oz-particle flux it may generate. The space sciences have benefited from the cheap access to the heavens offered by teleportation.

Geology makes extensive use of Earth Vision, Ice Vision and Walk Through Earth. Biology has also benefited: Seek Plant has found thousands of new species, while Rider Within has enabled researchers to enter the minds of animals, revolutionizing the study of animal behavior, particularly in marine biology.

Archaeology and history have been transformed by Ancient History and Summon Spirit; see *Necro-Historians* (p. 12).



Religion

World religion is still in trying to adjust to magic. Some faiths oppose it, others embrace it, and most cautiously accept and use it, seeing it as a gift from God to succor the faithful. Magic has deepened the schism between the "liberal" and the "orthodox" or "fundamentalist" branches of most faiths, but congregations that reject magic sometimes practice it by accident, as prayer sessions transform into ceremonial magic...

Many "Christian" fringe cults incorporate the Hellstorm into their theology; thanks to apocalyptic fears brought about by the coming of the millennium, they are rapidly gaining adherents. The two largest are the Rachelites (p. 120) and the Knights of the Apocalypse (pp. 119-120). Moderate Americans regard the former as different but responsible (much like Mormons) and the latter as extremists who are growing alarmingly in strength.

"New Age" cults offering easy paths to power, promises of Magery for non-mages and a mix of spiritual growth, spiritualism and granola are very common. Their leaders are often mages skilled in Communication and Empathy, Divination and Healing spells.

The fastest-growing religions in North America are polytheistic faiths with strong magical traditions. The oldest and strongest are Caribbean religions like Voudoun and Santería, which mix African Yoruba beliefs with Catholicism. Many people have also adopted reconstructionist "neo-pagan" religions like Wicca (European Goddess worship) and Asatru (Norse paganism), or systems derived from Native American shamanism.

Most of these polytheistic belief systems lack large central organizations, and are based around local groups, societies or covens. Members have a wide variety of views. Voudoun and neo-pagan faiths are notably comfortable with high technology, especially computers, and many "techno-pagan" groups exist. Wiccan groups are often strongly feminist. A fair number of neo-pagan and shamanic groups support eco-activism. Many neo-pagans believe that the Trinity Event was not caused by the nuclear bomb, but was instead sent to prevent the use of nuclear energy in warfare and to usher in a new age of magic and Goddess-worship. Some even oppose NEMA reactors for enchantment, preferring the more "natural" slow-and-sure method.

Sports

Most professional and amateur sports are superficially unchanged by the Hellstorm. The use of magic is, of course, against the rules. Referees often include wizards and doctors who watch for illegal spell use or alchemical doping before and during the event. Even if wizardry has not changed the rules, though, it sometimes affects how the game is played...

Sports fans are grateful for Umbrella and Weather Dome spells, and "casting the dome" at major events like the Superbowl is an honor vied for by celebrity wizards nationwide. This is often done as ceremonial magic, with the crowd contributing energy - although the threat of Helsing's disease (p. 102) has called this into question as of late. Half-time shows at events like the Superbowl (or at colleges with large thaumaturgy departments) can be inventive and spectacular!

Athletics also benefit from wizardly healers who can fix all but the most severe injuries during a short time-out. In fact, hockey and boxing have become more violent, because injuries are seen as less of a problem; this worries people, but many fans eat it up. "Full contact" martial-arts events can be especially brutal.

Chimeras are segregated in many professional sports involving physical agility or strength: you have the men's league, the women's league and the chimera leagues. No Olympic team has selected chimera athletes. With some exceptions, chimera events are seen by sports pundits and TV networks as "gimmicky," and are underfunded or played up for exploitation value (e.g., chimera pro wrestling) - much to the disgust of many chimera athletes and fans.

PRACTICAL ASTROMANCY

NASA (p. 112) handles U.S. government and scientific space launches. Sephiroth Industries (pp. 116-117) and a number of competitors (European Space Agency, Russian Space Agency, etc.) offer teleportation from Earth to earth orbit, and from *Mir* or *Hermes* in low earth orbit out to other orbital points or down to Earth.

The Sephiroth Space Center at Albuquerque is a two-story auditorium. On the first floor, surrounding a platform, is a tight circle of consoles for 13 astromancers. Each has a 50-point Powerstone, a crystal ball, a computer terminal with a VR helmet, and a NEMA power outlet capable of providing up to 40 MW (although that would require Magery-boosting drugs to handle). The VR helmets feed real-time visual imagery from tracking stations to the astromancers. On the second floor is a gallery for spectators to chant and lend energy. Other space facilities are similar, but have smaller (10-20 person) galleries.

Up to 13 astromancers are used in a typical launch, depending on distance and cargo. Most have Magery 3 and know Draw Power, Teleport and Teleport Other at 15+; the leading wizard ("mission controller") has skill 21+. Each mage typically contributes 5 points of his own ST (to leave him in good shape in case a second "port is needed"), casts Draw Power to call on 22.5 MW for a further $[62 \times 2 \text{ (for NEMA)}] = 124$ energy and, if necessary, uses a 50-point Powerstone. Spectators usually add 100 more energy points. Excess power is almost always traded for skill. Energy required depends on the distance and cargo mass (see p. M71). NASA's "safe energy policy" is to use the minimum energy necessary to ensure a modified skill of 15. Launches at lower skill will only be performed in times of grave emergency.

Private "charter" teleports (e.g., to deploy a new satellite) are normally booked solid for 2d months in advance (and may be bumped by military missions). To ensure a tidy profit, most agencies charge the square of the energy cost, with a minimum charge of \$50,000.

Sephiroth offers three daily commercial "space shuttle" and "space truck" trips to *Hermes* and one trip to *Mir* from its Albuquerque facility. The truck is simply a 5-ton cargo container. The shuttle is a pressurized plastic bubble with bucket seats for eight people and up to 50 lbs. of gear each (more can be sent via truck). It is teleported directly into *Hermes'* cargo bay. Pressurization (and a 24 man-hour air supply) is in case of a teleport accident; in theory, Sephiroth could find the shuttle and arrange a rescue within three hours.

Shuttle fares are \$2,000 to *Hermes* or \$2,500 to *Mir*. Truck rates are \$10 per pound of cargo up to 2,000 lbs. Reservations must be made two weeks in advance.

TRIPS IN SPACE

"Space tugs" are used for lugging cargoes around earth orbit. Satellite components are often teleported to a station, assembled there and then tugged out to an orbit. This removes the risk and bother of jumping into unfamiliar space.

Chartering a space tug costs about \$10,000/hour, but cheap passenger trips (one to two dozen passengers) go between *Mir* and *Hermes* in earth orbit (two hours), and from either station to *Yetzirah* or Luna (about 12 hours). The tugs are low-thrust, unstreamlined cargo spacecraft with huge, modular cargo bays, powered by either ion drives or chemical rocket engines.

Space probes are launched from one of three stations, and typically have chemical or ion drives. The *Trailblazer* is in the final stages of construction. She uses a nuclear rocket engine and an on-board NEMA reactor, and will carry 21 people on a Mars mission intended to set up a permanent base.

Useful Distances

- Low Earth Orbit (LEO)
 - most satellites: 100-300 miles up.
 - *Hermes*: 220 miles up.
- Geosynchronous Orbit (GSO)
 - comsats: 23,000 miles up.
- LaGrange Points
 - *Yetzirah*: 240,000 miles.
- Moon
 - from LEO: 240,000 miles.
 - from *Yetzirah*: 240,000 miles.
- Mars (varies)
 - nearest to Earth: 48,000,000 miles (extreme: 35,000,000 miles).
 - farthest from Earth: 235,000,000 miles (extreme: 248,000,000 miles).
- Sun
 - from Earth: 93,000,000 miles.

A few sports and recreations *embrace* magic. Popular examples include:

Airball is basketball with a raised net. The players use Flight, Levitation and Walk on Air spells.

Creation Safaris are parks that offer big-game hunting of constructs formed by Create Animal spells. There are also places that let you duel, shoot or hunt "human targets" conjured with Create Servant or Create Warrior. While killing a magical creation is not a criminal offense, many find the idea distasteful, and these businesses are often forced underground by protests or local bylaws.

Dragon Racing is growing in popularity in the 1990s, as more dragons leave the military and enter civilian life.

Sky Racing with flying carpets is popular. Race courses test maneuverability and daring more than raw speed.

Spellboxing is formalized wizardly duelling using non-lethal Body Control spells and low-powered (1d, non-impaling) Missile spells cast by well-matched combatants in padded (DR 1-3) armor. Strict rules limit defensive magic to Blur, Shield and Ward, and ensure that both sides have appropriate defenses.

Transportation

Magic lets people travel farther, faster and quieter, and reach harder-to-get places.

Cars, trucks, trains and motorcycles *look* much the same, but a few luxury models use mana engines (p. VE86) or incorporate magical features like "entity control" (an Animate Object spell to make the vehicle self-driving). With the boom in subterranean construction, most cities possess subway systems.

Since the 1970s, flying carpets have largely replaced helicopters and light planes for local commuter flights. This is due to the huge savings in fuel and maintenance costs, and the ability to land anywhere. Lower operating costs mean lower fares. Carpet flights are especially popular with tourists; affordable air-taxi limousine service is offered in all medium-sized and larger cities, at rates about twice that of normal taxi service.

The two- to six-seat enchanted rug – the "Persian Jeep" of Vietnam War fame – remains the most popular model on the strength of tradition, easy storage (just roll it up!) and ruggedness (in the case of DuPont's lightweight Kevlar™ carpets). Numerous other flying conveyances exist; e.g., "broomstick" single-seaters (sometimes with saddle, handlebars, speedometer or windshield), rigid-frame carpets with plastic bubble-tops, and "flying bathtubs" (enchanted rowboats). There are also hybrid vehicles: flying skateboards and cycles, even lightweight electric air-cars.

Due to their low speed and ease of use, carpets are regulated more as automobiles than as aircraft. While too pricey for the average American family (a two-seater retails for \$160,000), they are becoming popular among wealthy individuals, filling the same niche as a yacht or luxury sports car.

A flying carpet can fly across an ocean, but a jet plane (new models have Hush spells on the engines!) or a prop plane with a mana engine is more practical. Mana engines are less successful on helicopters, where weight is critical for lift: the higher cost and weight of a mana engine doesn't justify the savings gained by removing the fuel tank. As a result, carpets continue to supplant choppers in the light VTOL category.

Magical flight *without* a carpet (or similar conveyance) is common, but as true Flight spells and items are usable only by mages, they've had little social impact.

Ships, some with nuclear or mana engines, remain the most economical way to move heavy cargo.

Teleportation is not reliable or safe enough for commercial mass transit, though it is a mainstay of space travel and some teleporting courier services exist.



7. ORGANIZATIONS

Elizabeth Fairchild continued the presentation. "Leviathan Group's financial performance during the last quarter was restrained by several factors, primarily softness in the Asian market, and high expenditures in R&D within certain of our subsidiaries. Still, there is light at the end of the tunnel. Leviathan Genetics has still not broken even, but this is typical of genetic engineering firms. But as you can see, the research funds have not been in vain."

She made an intricate gesture. An illusion materialized above the table. There were gasps from all along the table.

"This far?" "My god!" "Those are alive?"

"As you can see, preliminary results are excellent. Our lobbyists on Capitol Hill are attempting to create the proper climate for commercial sales, but until then, Surinam will..."

"Go nowhere, if I have anything to say about it!"

Carl Valkenburg stood up, facing the rest of the board. He gestured at the image floating overhead, then looked at the other board members for support. "My god, Liz - the demonstrations after we unveiled transgender fetal transference are going to look like nothing if this gets out."

Dr. Fairchild opened her mouth to rebut him - and then froze. A shadow fell over the board room. Heads turned, jaws hung open, and Liz let her voice trail off.

"Chairman Rain," an aide announced. The great dragon assumed its position behind the desk at the head of the table. He eyed Valkenburg. A wisp of smoke curled from its mouth.

Two board members turned pale.

"Sir," said Valkenburg - the loss rates of Human Gnosis have been excessive. Not to mention the security costs, and the possible public relations impli..."

The Dragon's wings spread, filling the room. Executives snatched at papers as the sudden gust blew through the room.

"Is this a challenge?" his voice rumbled.

"Nossir..."

"I am diverting 12.3 million dollars from my personal fund. Dr. Fairchild. Use it to firm up security. Use GHOST." Rain turned his gaze on the board. "Satisfied, Mr. Valkenburg?"

"Uh, yes, sir. But... but what if Sephiroth successfully defeat our congressional lobby?" he asked. "They've already influenced them on the pre-natal spellcraft issue, and our hold on the president is evaporating..."

The dragon smiled. It wasn't a pretty sight.

"Then we eat them alive."



There are many organizations that could be involved in adventures in or around Trinity's Shadow.

OTHER U.S. AGENCIES

National Reconnaissance Office (NRO): Runs various enchanted spy-satellite programs (e.g., the "Wizard Eye" series), launching and maintaining them with NASA (p. 112) and U.S. Air Force aid. NRO data is turned over the NSA (below) and CIA (p. 111) for detailed analysis.

National Security Agency (NSA): Coordinates and analyzes intelligence from diverse U.S. agencies. A highly secret agency, it is involved with encryption, decryption and analysis of information gathered through "national technical means" (a euphemism for spy satellites and strategic divination).

Secret Service: In charge of presidential security, Secret Service wizards maintain a number of very high-skill defensive spells on the president (and other VIPs), and regularly check his aura to ensure his mental health. Agents and their charges wear Missile Shield or Reverse Missiles items, but this sometimes isn't enough — such as when Reagan was shot by a spell-piercing bullet.

U.S. Space Command: The U.S. Air Force's space agency. It has a teleport facility at White Sands Missile Range, over 30 orbital weapons platforms (one-third have 5-20 man crews, the others are entity-controlled) and five *Terrasaur* space planes. About 200 Space Command personnel are stationed on *Hermes* and at Kennedy Base.

U.S. Federal Agencies

Bureau of Alcohol, Tobacco, Tactical Talismans and Firearms (A3TF)

A law-enforcement organization within the U.S. Department of the Treasury, A3TF enforces federal laws and regulations on commerce in alcohol, explosives, firearms, tactical talismans and tobacco. It classes "tactical talismans" as "magic items producing spell-like effects capable of causing direct bodily harm or disfunction, or projecting a missile capable of inflicting the same." Most are regulated under the same rules that govern guns. A3TF also handles investigation and enforcement in cases involving smuggling, possession of illegal weapons or arson.

A3TF considers itself on the front lines against organized crime and domestic terrorism; however, its agents are detested by many gun and wand owners as the "jack-booted thugs of Big Government" interfering with their constitutional "right to bear arms." As such, A3TF offices are a primary target of hatred (and occasional terrorism) by anti-government groups.

Notes: The notes given for the FBI (p. 111) apply to A3TF as well.

Centers for Disease Control (CDC)

The Centers for Disease Control and Prevention are run by the Department of Health and Human Services. The National Center for Infectious Diseases tracks foreign and domestic outbreaks, and fights disease at home or abroad. The growing threat of magic-resistant and magical diseases has kept CDC field investigators busy. CDC labs perform magical experiments to develop ways of combating incurable diseases.



Vampirism and toxic zombie syndrome are classed as "infectious diseases inhabiting ambulatory corpses." After the last major vampire epidemic, the CDC was ordered to form armed "sterilization" teams, called "HazMET" (hazardous materials/entities teams). These respond to vampire outbreaks and bio-terrorism, and deal with toxic zombies, atomic lichens and similar ambulatory biohazards.

Notes: The CDC has national police powers, limited to public health risks. Its teams carry concealed weapons and engage in covert investigations. Legal Enforcement Powers (CDC) is worth 5 points. The CDC is a suitable Enemy for undead or bio-terrorists, worth a basic -30 points.

Central Intelligence Agency (CIA)

The CIA is the primary civilian spy agency of the United States, based in Langley, Virginia. It engages in global intelligence-gathering, performs occasional covert missions, and briefs the president and his national security advisor. It is legally restricted to foreign operations; the FBI (p. 111) handles all domestic surveillance and counterespionage.

The CIA spends billions of dollars on information-gathering and surveillance spells (and defenses against them), but is sometimes criticized for neglecting the human dimension; i.e., the actual recruitment of well-placed foreign nationals as spies.

Notes: The CIA is a very powerful Patron (base 25 points). As an Enemy, it's a large group worth a basic -30 points.

Drug and Alchemy Enforcement Agency (DAEA)

Formed in 1973 from the earlier Bureau of Narcotics and Dangerous Drugs, the DAEA is a federal agency under the Department of Justice. It coordinates law-enforcement investigations into the possession, manufacture and trafficking of controlled substances, including narcotics and illegal elixirs. It has sole responsibility for drug investigations abroad, but may be assisted by the U.S. State Department, the CIA (above) and the military.

The DAEA employs special agents for field investigations, as well as financial analysts who trace the international flow of controlled substances and drug money. It also operates a drug and alchemy Intelligence Center in El Paso, Texas. The DAEA has a staff of forensic wizards, pharmacists and alchemists, and runs seven different domestic drug and alchemical substance analysis labs.

In the late 1980s, the United States "declared war" on the increasingly ruthless drug and alchemical cartels. The DAEA budget was expanded, and it now employs heavily armed SWAT and enforcement teams that have been given broad powers of search, seizure and confiscation. These new powers have led to many arrests, but civil libertarians charge that they violate the spirit of the U.S. Constitution. DAEA raids on "mom-and-pop" alchemists suspected of unlicensed or unsafe elixir sales have led to charges that the DAEA is the tool of the big alchemy companies.

Agents take such criticism in stride. They know what crack and spelljack can do to a neighborhood, and see firsthand the horrific "brain labs" where society's lost are brain-leeched to make PHTP. When they hear of a cop ripped apart by gangbangers supercharged on illegal combat elixirs and PCP, they have no qualms about shutting down the back-alley shop that makes the stuff.

Notes: The notes given for the FBI (below) apply to the DAEA as well.

Federal Bureau of Investigation (FBI)

The FBI, known as "the Bureau," is the main investigative arm of the U.S. Department of Justice. Its mission is to uphold U.S. law through the investigation of federal crimes, to assist local and state law-enforcement agencies, and to protect the United States from foreign espionage and terrorism. It also conducts background checks on government employees.

U.S. BLACK PROGRAMS: EXCALIBUR

Worried about the threat posed by the proliferation of Soviet kinetic-kill satellites, then-President Reagan endorsed the Space Defense Initiative (SDI) in order to dramatically expand U.S. military space systems. In addition to upgrading wizardly defenses on space stations, a number of classified projects were initiated. One of the "blackest" programs was codenamed "Excalibur."

In theory, a nuclear explosion in high earth orbit – well outside the atmosphere – should not compromise the global mana-sphere. In practice, a nuclear blast is of limited utility as a space weapon, since the Force Domes that military satellites can erect are sufficient protection against even that. A program led by Dr. Edward Teller, "father of the necronium bomb," came up with a weapon to get around this...

Excalibur consists of a nuclear bomb sheathed in depleted necronium and surrounded by dozens of independently trainable opal Powerstone rods. In the event of a general space war, each Excalibur satellite, controlled by an Animate Machine spell, would take aim at multiple targets. The bomb's detonation would vaporize the satellite and at the same time focus a burst of X-rays and anti-oz particles through each of the rods, forming 24 simultaneous mana-laser beams. Each beam would be capable of "mana-zapping" a Soviet (or other) station or satellite, enabling its Force Dome to be neutralized at extreme range (over 1,000 miles).

Excalibur is at the prototype stage. Work is proceeding under a joint contract with Sandia Labs and Sephiroth Space Industries (p. 117). It is Top Secret, in part because it violates the Test Ban treaty of 1953. News of Excalibur's existence would doubtless cause international protests and outrage!

OTHER CORPORATIONS

Many corporations have industrial enchantment divisions or magical R&D branches. Some of the most famous include:

American Telegraph, Telephone and Telepathy: "AT-cubed" is best known for providing phone service, but also manufactures mundane and magical telecommunications gear, including Mind-Sending and Telepathy magic items. AT-cubed offices provide telepathic telegram service.

Boeing Hyperspace: This subsidiary of aerospace giant Boeing enchants teleportation wands.

BruMex: Short for Brujera Mexicana, this is the largest domestic Mexican technomagic corporation, involved on both the manufacturing and retail level. It is state-owned, but individual dealerships are franchises. They manufacture both civilian and military products, including the best-selling Mexican flying carpet, the Volare.

DuPont: Based in Delaware, this chemical manufacturer is one of the world's largest corporations. Its development of Kevlar, a super-tough synthetic fiber, increased company involvement in the defense field and led to a lucrative partnership with Manadynamics, producing its now world-famous Kevlar flying carpets. DuPont scientists also invented stabilized ectoplasm (p. 47), used in the manufacture of "spirit-proof" vests and other products.

IBM: Owns many industrial enchantment plants that make magical computers, chips and software. IBM researchers developed the Small Vision spell, capable of resolving individual atoms.

Intel: Another major player in the world of enchanted computer equipment. Intel pioneered the field of magical microlithography using the Inscribe spell.

Lockheed-Martin: A force in the aerospace world, manufacturing numerous technomagic systems, like military electromagnetic sensors and countermeasures. Its aircraft include the U.S. Air Force's F-119 Nightwraith: the famous "foo fighter." A major competitor and rival of Sephiroth Industries (pp. 116-117), Lockheed-Martin also runs the Sandia National Laboratory in Albuquerque, New Mexico. Sandia has been at the leading edge of classified government nuclear and technomagic research for decades; current programs include sentient supercomputers, oz-particle acceleration and micro-golem development.

Manastar: A software giant, known for its Scrolls-on-disk, desktop wizards, spell-processors and very addictive computer games. Also a pioneer in self-aware computers.

The FBI employs the best forensic magicians in the world, who use spells like Ancient History, Seeker and Summon Spirit to gather evidence and solve crimes. Its Crime Prediction and Prevention Laboratory is staffed by seers who try (with middling success) to predict major crimes so that the FBI or local cops can be on hand. Its Demonology unit possesses trained exorcists and occultists. Its elite Hostage Rescue Team handles domestic terrorism crises, and is often used for other tasks, like raids on defended criminal strongholds. Finally, the FBI's Demonology, Kidnapping and Magical Crimes units investigate seelie abductions.

The Bureau has some 10,000 field agents (known as Special Agents) and a further 14,000 support personnel. Its head is the Director, and under him are nine Assistant Directors. Its HQ is in Washington, D.C., and there are 56 major field offices in important cities, which are staffed by anywhere from a few hundred to a few thousand employees each and overseen by a Special Agent in Charge (the large New York City and Washington offices are run by Assistant Directors, however). The FBI also has about 400 regional offices in smaller towns, each staffed by one to a dozen employees.

Notes: Special Agents use the Law Enforcer template (p. 82); support employees have backgrounds like Cyberwiz (p. 77), Medical Professional (p. 84) or Seer (p. 87). FBI agents have national police powers, and can carry concealed weapons and engage in covert investigations. Legal Enforcement Powers (FBI) is worth 10 points. Senior FBI agents working in counterespionage or counterterrorism will also have Security Clearance (p. CI29). As a Patron, the FBI is reasonably powerful with extensive powers, worth a basic 20 points; frequency depends on how well the agent gets along with his bosses. As an Enemy, it is worth a base -30 points.

National Astromancy and Space Administration (NASA)

NASA is the world's largest civilian space agency. It is in charge of everything from space tracking to orbital teleportation to deep-space interplanetary probes. Facilities include:

Hubble Lunar Observatory: Located on the far side of the moon to minimize light and radio pollution. It has a staff of 30 scientists.

Johnson Space Teleportation Center: At Cape Canaveral, Florida. The expert astromancers and huge Powerstones employed here can regularly put a 5-ton payload into geostationary orbit.

Kennedy Base: A lunar colony run by NASA, with European, Canadian, Mexican and Japanese participation. Consists of some 40 buildings (most created with Earth magic) and a hydroponic farm. It has a population of 800-1,200 technicians and scientists, over half of them mages. Thirty-three children have been born on the moon, the first in 1985. All were healthy and have proven to be mageborn.

Space Port Hermes: A ring-shaped space station located in low earth orbit, rotating to provide 0.5 G except in the central hub. It has 150 inhabitants, two-thirds of them mages. Contains space docking and assembly facilities and science modules. Mostly constructed using prefab materials teleported up from Earth, plus Create Earth, Earth to Stone and Earth to Air spells.

Paramagical Regulatory Agency (PRA)

An independent federal agency that works with the Department of Labor, Department of Education and Environmental Protection Agency. PRA inspectors visit magic-using businesses to ensure compliance with federal environmental, health and safety standards. Their authority extends to all companies that make or sell magical products and which operate across state lines or have federal contracts.

PRA investigators can shut down businesses, but may not make arrests; if they discover criminal violations, they work with the local police, FBI, etc. The PRA's annual reports are used when drafting further magical commerce legislation. They

are a favorite target for Republican lawmakers seeking to deregulate government.

Notes: The PRA is a reasonably powerful Patron (base 15 points).

U.S. Armed Forces

The Korean conflict was the last war fought by the United States on a conventional (i.e., non-magical) footing. Modern U.S. military doctrine currently emphasizes high-mobility tactics, surprise and information warfare. The U.S. military has thousands of different units and organizations, including many specialized and elite units dominated by mages or magical equipment. Two of the most famous are the Black Berets (pp. 90-91) and the 101st Spellborne (p. 92); these units can serve as templates for other mage-heavy army units.

Corporations

Chili Wizard

Chili Wizard is the reigning king of American fast food. Employing enchanted cooking pots, Chili Wizard was the first drive-in restaurant chain to make use of the Cook spell, speeding service while maintaining "... that fresh chili taste customers love!" Since the 1960s, Chili Wizard franchises – with their distinctive Wizard's Tower architecture – have cropped up like mushrooms across America and Mexico, helped by their aggressive marketing campaign featuring El Draco, the Chili Wizard. In 1979, Chili Wizard, Inc. opened up Chili Wizard University, which offered courses in industrial enchantment and food magic.

Leviathan Investment Group

Leviathan was the first large financial and investment corporation to specialize in the technomagic industry. Under the leadership of financial wizard Jericho Rain, it made its mark in the 1980s, providing start-up capital to small technomagic development firms in exchange for buy-out options.

The company employs many financial seers. It also has exceedingly hard-nosed lawyers and big-name lobbyists known for their ruthless protection of its daughter companies. Leviathan has strong foreign interests, and has invested heavily in Surinam, whose dictator is rumored to be a close friend of Rain.

Unknown to most people outside the board of directors, chairman Rain, whose money and financial skill turned a small investment house into a huge megacorporation, is a blue dragon. His "seed money" came from the profits of the black marketeering he and his Black Beret buddies engaged in during the Vietnam War. Rain has an isolated mansion in the New Mexico mountains, and collects rare Buddhist temple art.

Leviathan owns dozens of companies, including:

Global Hazardous Operations and Security Techniques (GHOST)

This Nevada-based company specializes in providing magically trained security guards for the protection of private property and corporate facilities worldwide (especially other Leviathan companies), and maintains an elite "Cerberus" team (nicknamed the "Hellhounds") for entity-eradication contracts. It offers training seminars in basic security and defensive spells (e.g., Sense Foes, Truthsayer and Hide Thoughts) to corporate and law-enforcement personnel. It also operates privatized detention and reform school facilities across the United States.

GHOST's most controversial activity is its mercenary training camp in Surinam. It recruits ex-military personnel – especially mages – and provides magical training, logistical support and military advisors for various Third World nations.

SOULBURNER GESTALT

The Soulburner Gestalt was a technomagic machine secretly developed by Necrotech (p. 116). It was invented by company founder Andrew Bleys, who was obsessed with trying to build a superior Powerstone. He tried hundreds of types and configurations of crystals, but repeated failures led him away from crystals and into necromancy. After all, why use crystal? Most mages cast spells using their own brains and bodies – and where did *that* energy come from? To Bleys, the answer was obvious: the human soul.

Experimenting on human subjects obtained through his connections with the cartels (p. 121), Bleys was able to score his first success: a severed head kept alive in a crystal sphere, where he could tap it for energy. This was the genesis of the Soulburner Gestalt, a giant necromantic power source fuelled by life.

In 1991, the Soulburner Gestalt was seized by federal investigators and its components turned over to the NSA (p. 110). It was officially destroyed ... but may instead have been recreated in one of the secret computer labs beneath NSA headquarters, or perhaps at the Defense Special Weapons Laboratory in Albuquerque. Whether it exists or not, the plans for it certainly do, kept in Top Secret NSA files.

Bleys' Soulburner Gestalt consisted of three components:

Control System: This was a flat, circular platform 6 feet across, faced by a large, throne-like metal chair. Built into the right arm of the chair was a control console with a switch marked "Open/Close Shaft" and gauges labeled "Bound Souls" and "Stored Energy."

Soulburner Shaft: In the ceiling above the platform was a hatch 6 feet across. When opened, an eerie red glow and moaning noise emanated from the shaft beyond. Recessed into the black metal walls of the shaft were row upon row of embedded human faces, all somehow alive and whimpering in torment, their eyes glowing with a pulsing crimson light. Buried in the shaft walls were ropy red-and-black ectoplasmic cables and electrical and life-support conduits.

Continued on next page...

SOULBURNER GESTALT (CONTINUED)

The Faces: Bley's Soulburner contained 501 victims, but theoretically could have any number. Each face was actually a shaven human head set into a wall socket. Wires and fleshy tubes connected the heads to the Soulburner. If a head was yanked out, it would scream; if removed, it would die, severed tubes leaking thin blood and white pus while the wires sparked with electricity. The heads were "alive," but their memories were gone; all that remained was endless pain.

See *Soulburner Gestalt* (p. 20) for the enchantment used to create this device.

Taking Heads

The victim would be placed on life support to minimize shock. Next, Bley's would sever the head with a bone saw and cast *Suspended Animation* on it. The head would then be integrated into the Soulburner Gestalt using an enchantment ritual (p. 20). To bring the new head "online," an *Awaken* spell would be cast upon it, causing the head to open its eyes . . . to horror!

Using a Soulburner

A mage who wishes to use a Soulburner Gestalt must sit in the chair. Turning it on produces an intensification of the glow and a loud moaning as the heads' pain increases. The "Bound Souls" gauge shows the number of heads in the circuit, while the "Stored Energy" gauge displays the energy remaining. Each head stores one energy point. The mage feels a surge of power, like a mild electric shock, and can tap *all* of the machine's energy, exactly as if it were a giant Powerstone. When turned off, a Soulburner Gestalt regenerates one energy point per hour per 10 heads.

Hermes Technologies

Hermitech is Leviathan's largest subsidiary and America's biggest alchemical R&D and manufacturing corporation. Most of its profits come from medical and cosmetic elixirs, but it is also involved in the defense industry and was a pioneer in the production of aerosol elixirs for military and law-enforcement applications. Hermes has frequently come under legal scrutiny for alleged alchemical waste leaks, but the cases have always been dropped or settled out of court.

Leviathan Genetics

This genetic-engineering interest is at the forefront of *wiz gene* (p. 51) research. It has also patented a number of products and processes. Although not yet a profitable company, the Leviathan Investment Group has sunk hundreds of millions of dollars into the firm and has high hopes for it in the 21st century.

Leviathan Genetics was among the leading developers of genetic and prenatal sorcery, including the *Spellgraft* enchantment and the highly controversial *Transfer Pregnancy* spell. Much of its income comes from the vat production of synthetic theokinesin protein using bacteria, mainly for the South American market (it has not yet been approved for sale in the United States).

The Leviathan Investment Group is quietly lobbying for the deregulation of human genetic engineering in the United States. Until then, L.G. runs a clinic in Surinam, whose loose regulations allow the company to offer medical services like genetic surgery (to correct birth defects) and prenatal *Spellgrafts*. The majority of its clients are wealthy; those who can't afford to pay can sign up for experimental procedures for free, but a waiver form is required and the results can vary . . .

Leviathan Genetics is actively working on ways to insert the *wiz gene* complex into mundane genomes. It has had limited success at creating magical animals



("genies") as familiars. Its vision is a future in which all humans who want to have mageborn or otherwise magically gifted children can have their wish – for a fee. It is rumored that L.G. has *already* opened clinics offering such services in Surinam.

The company is known for its high-pressure recruiting tactics. Its agents haunt campuses and engage in extremely aggressive corporate head-hunting; some rivals have even hinted to the press that L.G.'s agents may employ Mind Control spells! Leviathan has used its legal muscle to quash this slander.

Due to the nature of its research, Leviathan Genetics attracts protestors and animal-rights activists, and has even been the target of terrorist attacks. Leviathan employs GHOST (p. 113) to provide security, but has recently been considering the trial use of gengineered guardians.

Leviathan Media Group

LMG publishes a number of books and periodicals. The latter include: *Better Living Through Alchemy*, *Chimera Life*, *Chimera Babes*, *Financial Wizardry*, *Hellhounds*, *True Stories of Entity Eradication*, *Hermetic Gardening*, *The Leviathan Guide to Flying Carpets*, *Popular Enchantment*, *Practical Magician* and *Tactical Sorcery Review*. LMG is also involved in software production, including computer games.

Sunspark Opal

A major manufacturer of Manadynamics-licensed Powerstones for the civilian market. It developed the concept of "magical jewelry" as a fashion accessory, and its glittering stores can be found in trendy malls and high streets, offering items such as Powerstone earrings and magical wrist-watches.

Manadynamics

The first and largest industrial enchantment corporation, Manadynamics is a classic American success story. It began with two El Paso college students and their basement lab invention: the Powerstone. Now it's a huge multinational corporation that employs tens of thousands of industrial enchanters.

The company's patent on the Powerstone spell is the cornerstone of its wealth, but Manadynamics branched into other areas of magical enchantment early on. It is known for its successful alliances with other major corporations, and was instrumental in developing the first industrial enchantment factories, for the manufacture of flying carpets, with DuPont.

Manadynamics' primary interests are in the civilian sector – including Powerstone production, low-priced consumer enchantments and flying carpet design and manufacture partnerships – but it also spends billions of dollars annually on magical R&D. Its El Paso lab did pioneering work on the development of the mana-disruptor, and a recent partnership with Ford Motors led to the successful Harmonic Converter™ mana-engine. The company owns numerous opal and diamond mines around the world, mainly in Africa and Australia.

Manadynamics' problems have mainly been those of success. The Powerstone spell was reverse-engineered by other wizards worldwide soon after it was invented. The company responded with aggressive legal action and more restrictive licensing, but this backfired when the PRA and the Justice Department charged that its licensing practices were monopolistic, aimed at crushing legitimate competition. After an antitrust action in 1984, Manadynamics loosened its policies. While still the global leader in Powerstone manufacturing, it now has several rivals.

That issue aside, Manadynamics' public image is clean, and it is recognized as one of the founders of the technomagic revolution. On the other hand, as the most visible U.S. technomagic corporation, it's a prime target for terrorism from anti-magical and anti-corporate groups. It is also detested by many traditional wizards, mainly because its patenting of the Powerstone set a precedent for the commercialization of enchantment spells.

Manadynamics' corporate logo is a dragon curled around a black opal.



ACTIVIST GROUPS

Bothered About Magical Prostitution (BAMP): Opposes the alleged rise in the use of Video Entities. Create Servant spells and plastic golems in the sex trade. Campaigns to make it illegal to offer such services.

Everyone's Against Spirit Exploitation (EASE): A global group, founded in 1980. Advocates human rights for elementals and privacy rights for the dead. Opposes the use of Control Elemental, Summon Elemental and Summon Spirit spells, and targets companies that exploit elementals and spirits. Tactics include negative publicity, protests, sit-ins and boycotts. Boasts 20,000 dues-paying members and considerable public support.

Greenpeace: Still the main "responsible" environmental action group. Became the target of terrorist acts sanctioned by the French government after it opposed France's necronium bomb tests in the Pacific.

League of Chimera Voters: The mainstream American chimera-rights organization. Has about 100,000 dues-paying members, including many human civil-rights activists. Recently boycotted a remake of *The Island of Dr. Moreau*. Nonviolent, except when counter-demonstrating against anti-chimera hate groups.

Nightclaw: Chimera vigilante group based in New Mexico. Retaliates for chimera-bashing and similar incidents, usually by targeting those responsible rather than humans at large.

The Right Path: Intellectual and non-religious group, supported by many scientists, that believes the "core irrationality of magic" is destructive to Western civilization. Often quoted by lunatic fringe anti-magic activists. Funds think-tanks, debates and academic papers. Immediate goal is more funding for non-magical R&D.

TERRORISTS

Armies of God: Large, well-organized fundamentalist Islamic terrorist group with a strongly anti-magical agenda. Supported by Iran, with many former Afghan rebels as street soldiers. Operates mainly against the Soviet Union and Israel, but has struck at targets in Europe and America. Will use magic items and allied elementals, but not spells.



Dead Brigade: Radical and extremely dangerous vampire terrorist group. Opposes the U.S. federal government, especially the CDC. Demands the repeal of anti-vampire laws. Associated with atomic lich hacker "Lord Deadlady." Has attempted to create nuclear disasters in order to "make more mundanes undead – or dead."

Elemental Liberation Front (ELF): A violent terrorist group formed by EASE (p. 115) radicals in 1991. Works for the "armed liberation of enslaved elementals." The FBI estimates ELF membership as perhaps 30 individuals in five or six cells, including a number of chimeras and elementals, and one dragon.

Gaea's Guard: Eco-terrorist group that opposes nuclear reactors and toxic waste dumping. Sane enough not to attack the reactors themselves, but blows up NEMA power lines, causing oz outages. Targets corporate offices or executives, especially those of nuclear power companies and firms utilizing necronium products.

God's Own Army: Fundamentalist Christian anti-magical terrorists. Radical splinter (or arm) of the Church of the Knights of the Apocalypse (pp. 119-120).

Irish Republican Army (IRA): Known for necromantic terrorism and its use of conjured Celtic horrors.

Continued on next page . . .

Necrotech

This troubled company is a defense and security-systems contractor specializing in Necromantic Spells and Meta-Spells. Its corporate slogan is "We Bring Dead Things to Life!"; its mission statement is "To investigate the frontiers of magical science by probing the boundaries of life in search of ways to make our world a better place." It was founded in 1985 by Andrew Bleys, an ex-Special Forces necromancer, and Dr. Henry Johnson, a brilliant physicist. Both were former members of Manadynamics' R&D department who left when Manadynamics proved too squeamish to fund their high-tech necromancy projects.

Necrotech manufactures various necromantic products, especially golems, for the military and civilian markets. It holds basic patents for some important inventions, like necronium-oxide film. It also performs specialized R&D for large defense contractors, helping to defend the United States from foreign aggression. Necrotech was instrumental in the development of the ghost-dynamic laser, now widely used in fields such as defense, security and medicine. It is one of the world's largest manufacturers of necromantic defense systems, including combat golems and security spirits.

Necrotech suffered from a public-image problem. First, it produced tons of mana-toxic waste, making it a prime target for environmental protesters. Second, its security forces employed armed security golems, which were authorized to use deadly force against trespassers due to the presence of necromantic technomagic on site. While the purpose of these guards was to protect the public from health and safety risks, most people felt threatened by them – which made Necrotech look even more sinister.

Things came to a head in 1991, when a serious industrial accident and fire occurred at Necrotech's Albuquerque laboratory. Sadly, both Andrew Bleys and Dr. Johnson were lost as a result. After the accident, an investigation uncovered serious health and safety violations regarding the improper storage of necromantic waste, and the site was (and remains) sealed off by the CDC.

Court records were sealed for reasons of national security, but insiders claim that Necrotech paid \$60 million in fines. Since then, bizarre rumors have surfaced connecting these events to seelie sightings during the week before the accident, a SWAT raid on the lab, and a conspiracy involving research into interplanar travel, the development of "super-Soulburner" technology, illegal demon summoning and the National Security Agency. There's even a wild story that a Colombian drug cartel was providing experimental subjects in exchange for necrotechnology.

With the loss of key personnel and one of its main research labs, and facing serious PR and cash-flow problems, Necrotech's stock plummeted and its future was in doubt. Then the company was rescued in a \$443 million buy-out by technomagic giant Sephiroth Industries (below) in 1994.

Necrotech is now a wholly owned subsidiary of Sephiroth. Some of its executives were laid off, but it retained most of its employees, notably its R&D department and industrial enchanters. The PRA and Pentagon were apparently satisfied with Sephiroth's "house cleaning": in 1997, Necrotech received a \$2 billion defense contract to manufacture combat golems for the U.S. military and a renewal of lucrative contracts for high-energy ghost-dynamic laser design. Industry analysts describe Necrotech as "back on track."

Sephiroth Industries

Sephiroth is the world leader in energy-mana conversion, golem development and space industries, and has shown itself willing to maintain its dominance through any means necessary. It is vital to the United States military-industrial complex, and its power in space is nearly unchallenged, making it a law unto itself beyond earth orbit.

Sephiroth was one of the original Opal Valley firms, a maker of relatively quirk-free high-energy Powerstones. Even then, it had ties to the defense and aerospace

industries, designing Powerstones for various United States Air Force defense programs and NASA. Sephiroth made history in 1968 when it manufactured the first "Century-series" Powerstone (with over 100 energy) for NASA's ground-to-space teleportation program, Hecate.

Under the dynamic leadership of its chairperson, Elena Chapel, Sephiroth plowed most of its income back into wizardly R&D, hoping to break free of the shackles of Manadynamics, whose high licensing fees limited the profitability of its enterprises. The payoff came in 1978, when Sephiroth developed the Conduct Power, Steal Power and Draw Power spells.

Choosing to make its energy-mana conversion spells available to academic and commercial clients for a flat one-time licensing fee, Sephiroth changed the face of industrial magic and broke Manadynamics' virtual stranglehold on magical energy generation. Sephiroth used its newfound success (and wealth!) to bolster its role in space development. They designed the electricity-to-mana conversion systems that powered life support on *Skylab* and Kennedy Base. In 1994, they purchased Necrotech (above) and announced the development of a line of industrial golems intended for space construction work.

Sephiroth has its fingers in some very lucrative pies, including:

Dedicated Powerstones: The company started out making very large dedicated Powerstones designed to energize teleportation devices. It is still a leader in this field, with many laboratories devoted to creating such items.

Electromagnetic Sorcery: Another of Sephiroth's areas of expertise is spells and magic items that detect and manipulate electromagnetic radiation. Sephiroth helped construct the Very Large Array system in New Mexico and is also a major contractor in mana-disruptor R&D.

Energy-Mana Conversion: Sephiroth specializes in the manufacture of Energy subcollege magic items. Many other industrial enchantment firms send their products to Sephiroth to have the Draw Power enchantment added.

NAMTech-Sephiroth: With the company's acquisition of North American Materialization Technologies (NAMTech) in 1980, Sephiroth became the world's second-largest producer of Teleport Other items after Boeing Hyperspace. Sephiroth specializes in extremely high-skill systems capable of very long-range 'ports.

Necrotechnology: Through its newest subsidiary, Necrotech, Sephiroth has become a leading producer of golems, ghost-dynamic lasers, necronium oxide, animates and related products.

Sephiroth Space Industries: This is where most of the corporation's resources are going. SSI has interests in all aspects of the space industry, and is the primary civilian contractor for deep-space vessels, space tugs and solar power satellites. It is also constructing its own space colony, *Yetzirah* (see below). Sephiroth is rumored to be working on a "Beantstalk" enchantment that will enable direct elevator rides from earth to orbit.

Yetzirah is a large, wheel-shaped space station under construction at the LaGrange Five (L5) point between Earth and the Moon. It will house some 1,500 human workers and a large number of golems, and will serve as a base for space manufacturing and R&D. The station is currently 40 percent complete: the central "spoke" is complete and inhabited, but only a third of the wheel is finished – the rest is simply skeletal girders. *Yetzirah* is expected to be fully completed within six years (c. 2005).

Elena Chapel is an enthusiastic supporter of human space colonization, and has staffed her company with individuals who share that vision. Nevertheless, Sephiroth's growing power beyond earth orbit has started to make people nervous. Is Sephiroth simply a pioneer, or does it have greater designs?

Sephiroth's corporate headquarters is the Sephiroth Building in Albuquerque, New Mexico, located in the foothills of the Sandia mountains. This 50-story high-rise contains mostly administrative offices and conference rooms. The corporate logo is a red "tree of life" on a black circle.

TERRORISTS (CONTINUED)

Loki's Stepchildren: Anti-Christian alliance of nonhuman neo-pagan terrorists. Similar to Nightclaw (p. 115), but much less discriminating. Mounts terrorist attacks against the offices of "mainstream" groups like the Knights of the Apocalypse (pp. 119-120).

South Atlantic Solidarity Strikeforce (SASS): Maoist Communist group. Acts in support of the penguins of Antarctica (pp. 65-66) by striking at Soviet embassies, running guns, etc. Rumored to include former Shining Path members (Peruvian Maoist guerrillas). Also conducts strikes against Argentine bases in the Falkland Islands and Tierra del Fuego, demanding that they be turned over to the Penguin Collective.

Weather Underground: The "Weathermen" are radical, anti-government leftists who plot to destabilize American society and the U.S. "military-industrial complex." A few dozen strong, they have many skilled mages (some now jailed). They specialize in weather-control, Earthquake and Volcano spells.

Wodinspear: Neo-Nazi white supremacist group. Wants blacks, chimeras, dragons, elementals, etc., to know their place as the slaves and servants of the White Race. Has Odinist pagan trappings, but is publicly rejected by mainstream Asatru neo-pagans (p. 107).



OTHER GROUPS OF INTEREST

Congregation for Thaumaturgical Investigation: The Vatican holy office for Church research into magic, founded after Vatican II. Keeps a database of magic-using priests, monks and nuns; coordinates magical training in Catholic schools; maintains a Divination Office, Papal Security Office, etc. Rumors of a "Hounds of God" demon-hunter strike force are not commented on.

Mossad: Israel's extremely competent and ruthless spy agency. Mossad operates mainly against rivals in the Middle East, Moslem terrorists and Argentina. It sometimes spies on the United States and other nations to gain magical and industrial secrets for Israeli programs. Mossad knows that Argentina's Condor Group (pp. 119-121) is controlled by Nazis, and has mounted several operations to kidnap or assassinate them, with mixed results. In 1987, a Mossad golem eliminated former Gestapo head Eichmann, who had a post as Condor Group security chief. Other operations are in progress...

Procurador General de la Republica (PGR): Mexico's combined federal police, internal security and external espionage organization. Active throughout Central and South America, with many wizardly agents.



Private Associations Elementalists' Union

Popularly called "the Elementalists" or "Big El," this is a huge trade union composed of mages who specialize in Elemental magic. It is dominated by the numerous and well-organized Air and Earth mages who work in the weather-control, construction, mining and building trades. It has significant political influence, and lobbies in support of pro-magical and pro-labor candidates. It has also been a major contributor to the Democratic Party in the past.

Organized crime has attempted to influence the Elementalists as part of a bid to control the construction industry. The New York and New Jersey mage-workers' locals have been investigated by the FBI for links to the mob. Since the 1970s, the Elementalists' central committee has been fighting a continuing battle to keep the union free of corruption and to ensure that "clean" leaders are elected.

Elementalists' members are among the major commercial users of elemental summoning and control spells, which entity-rights groups regard as tantamount to kidnapping and slavery. As a result, there have been some terrorist strikes at Elementalists offices.



Enoch Foundation

A nonprofit organization dedicated to the use of magic (especially weather-control, Healing and Plant spells) to improve the standard of living in Third World nations. Enoch Foundation volunteers have helped eradicate many diseases, but may have unwittingly contributed to the rise of mana-resistant bacteria and viruses while doing so. Current programs offer aid and assistance. Enoch Foundation volunteers are generally respected, but have been accused of "magical imperialism" and of attempting to suppress native magical traditions in the name of Western technomancy. Current volunteers prefer to work closely with local traditions.

SENTBC Quetzal

The "Syndicato Nacional de Trabajadores en Brujera y Curandera" (National Syndicate of Workers in Witchcraft and Magical Healing) is Mexico's largest and most powerful mageworkers' union. The SENTBC often becomes embroiled in political as well as economic issues.

Religions and Cults

Brothers of the Morning Star

This cult purports to teach magical and spiritual growth, with its members rising through various ranks and learning increasingly potent spells until they "attain oneness with divinity." It claims to be able to awaken Magery in non-mages through spiritual study. High-ranking Celestial Brothers boast of having taken Ethereal



Journeys to Venus – hence the name of the cult – where they met a spiritual entity called Ozymandias (who apparently inspired the poem): the last survivor of an ancient city. It seems that civilization on Venus was destroyed after its natives strayed from the Celestial Way.

Many junior cult members are sincere in their beliefs, but those in the upper hierarchy are pawns of a demonic entity. Ozymandias is in fact a clever malebranche (p. 64) who is using the cult as a personal power base. The cult convinces people that they are gaining powers by using PHTP, alchemy or subtle Mind Control spells. Its long-term plans are up to the GM!

Church of the Knights of the Apocalypse

The Church is a militant Christian splinter cult. Its theology is Protestant Fundamentalist, with deviations. The Knights believe that a Hellstorm will erupt in Jerusalem in the early 21st century, ushering in the Biblical Apocalypse. As U.S. troops are off intervening in the Middle East, the Antichrist will appear in New Mexico with an army of chimeras, demons and undead. Supported by secret bases of U.N. troops led by Russians, Cubans and Canadians, he will attempt to conquer the United States. The Knights will rally the forces of America in a struggle which will see the Second Coming, the end of the world and the Rapture.

The Knights consider chimeras to have demonic souls: the result of intercourse between women and incubi. The Church does not condone anti-chimera vigilantes, but its literature and regular televised sermons play up any crimes or sordid acts that involve chimeras. It also encourages its members to boycott businesses or media that employ or depict chimeras. Chimeras are always mentioned in the same breath as demons and undead, and while the Church itself never advocates violence as such, individual members and "splinter groups" have been involved in chimera-bashing crimes and rights violations. Women in the Church who are unfortunate enough to have chimera babies have often been abused by their husbands, or have secretly abandoned or aborted their babies.

Knights believe it is their duty to evangelize for the Church, to guard against attempts to increase the army of darkness (e.g., through vampirism or chimera marriage), and to prepare and arm themselves for the final struggle. This last requirement has often led to trouble with the A3TF; a recent raid on a Church splinter group in El Paso, Texas led to a violent shootout between federal agents and illegally armed Knights.

THE CONDOR GROUP

The Thule Society was a shadowy German occult order that melded Eastern and Western mysticism. It possessed ideological links to the Nazi party and to mystically inclined SS head Heinrich Himmler. In late 1945, some SS officers who had been students of the original Thule mystics were hiding from Allied forces in Bavaria. They had performed ritual magic for the edification of the SS inner circle in the past. It had never really worked, but they made countless excuses: the stars weren't quite right, they didn't have enough talismans of the correct sort, or Goering had made a joke, ruining the ambience.

Now these former high priests of the Reich listened to static on the radio, contemplating the wreckage of the Iron Dream. Germany had surrendered and was being carved up by the Allies, most of the leading Nazis were dead or captured, and Hitler had committed suicide in his bunker. Donning their robes, drawing their signs and gathering handfuls of talismans that the SS had plundered from across Europe, they made one last attempt at ritual magic: a spell to contact der Führer's ghost, to ask him what they should do.

No one was more surprised than they were when the spell worked!

After the fall of the Third Reich, many Nazis fled to South America, finding a reasonably safe haven in Argentina or Paraguay, which already had large German immigrant populations. Argentine dictator Juan Perón set aside 10,000 passports for fugitive Nazis in exchange for Nazi investment in Argentina. In one such payoff, known as Operation Scorched Earth, 200 pounds of platinum, 16 tons of gold, hundreds of valuable works of art and millions of dollars in gold and silver coins were secretly shipped to Argentina aboard six German U-boats. A secret organization, ODESSA (the German initials standing for "Organization of Former Members of the S.S."), settled as many as 30,000 Nazi Party members in Argentina alone.

The SS wizards used their new magical skills to dominate ODESSA. With Nazi gold, they formed a consulting and financial firm, the Condor Group, and offered their talents to the Perón government. After Condor's successful cure of Evita Perón's illness in 1952, the Peróns became completely dependent on their wizardly advisors, who became the puppet-masters behind the Argentine government. This relationship was solidified when Evita Perón's own magical aptitude was discovered and she began taking lessons in wizardry.

RISE OF THE CONDOR

In 1955, the Nazi mages and Evita Perón were instrumental in defeating a coup against the Perón regime. The Condor Group, handsomely rewarded, convinced the Perón government to place it in charge of a program to recruit, train and breed mages for Argentine government service (see *Tierra del Fuego*, p. 126). It founded the Vrill Academy for training promising South American mages... and indoctrinating them with neo-Nazi ideology.

Condor Group wizards used their influence to recruit other Nazi exiles into the Argentine government, eventually using Exchange Bodies spells to replace the minds of senior figures in the military, government and opposition with those of wanted Nazis. By the 1960s, the faces of a number of senior Argentine cabinet ministers and generals hid the souls of not only several Thule Society mages, but also Martin Bormann (Hitler's executive secretary), the notorious Dr. Joseph Mengele, and brilliant command leader Otto Skorzeny.

The wizards also embarked on a series of secret experiments whose goal was to retrieve Hitler's soul from "Valhalla." In 1967, they were partly successful: an entity believed to be Adolf Hitler's ghost was contained and preserved within a glass sphere using a Summon Spirit variant. While Hitler's spectral ramblings were even more disconnected with reality than they had been in the bunker, the mystique of communing with der Führer vastly increased the wizards' authority over the other Nazis, like Bormann. It also fascinated Juan Perón, who increasingly began to see himself as the spiritual heir to the Nazi leader. The Condor Group's greatest necromantic feat was the raising of the ghosts of the battleship Graf Spee and a number of U-boats from the South Atlantic, which Argentina used to great effect in the Falklands War.

Today, the Condor Group is ostensibly an investment house based in Buenos Aires, providing seed money for South American technomagical start-up firms. It owns many such corporations, with a net worth of over \$3 billion. It has also invested in U.S. companies, owning small shares of Leviathan Genetics and GHOST. It is still controlled by the same cabal of SS wizards, leading Nazi Party survivors. Many of its board members have high posts in the government or military. The leaders of the Condor Group are now in their 90s, kept alive by Steal Youth and Exchange Body spells performed on political dissidents and, in some cases, their own children.

Continued on next page...

The Church supports a mainstream right-wing political agenda (lobbying for school prayer and the right to bear arms, opposing abortion, etc.). It also sponsors extreme attempts to restrict the civil rights of chimeras: in 1992, a Church-backed bill was introduced into the Illinois State Legislature, proposing the sterilization of chimeras convicted of sexual offenses (it died in committee). Based on mailing list numbers and other polling information, the Church has about 150,000 devout members, mostly concentrated in the Southwest and Midwest. It has seven radio stations and one TV station.

The Rachelites

A post-Hellstorm Christian cult that considers the Hellstorm to be a manifestation of God. A "Voice of the Whirlwind" spoke to church founder Rachel Curwin, telling her to grasp the Sword of Alamogordo and smite the enemies of God and Man.

Rachelites believe that magic is God's gift to the chosen, and should be used to stamp out the unrighteous. They officially support the U.S. government, and often join local law-enforcement agencies or the armed forces. They refer to the Hellstorm as "the Eye of God" or "the Whirlwind," and regard the term "Hellstorm" as sacrilegious.

A central part of Rachelite worship is ecstatic visions brought on by singing and chanting in a sanctuary. Usually, these are completely random, or bear messages from Jesus and various saints that consist of traditional homilies on virtue and piety. Occasionally they are something more — true visions.

Organized Crime

The "Big Three" are the Mafia, the cartels and the Asian triads. Other groups (Russian Mob, Yakuza, Vietnamese cartels, etc.) also exist. At the street level, rival gangs struggle for control of drug sales, prostitution and racketeering. Chimeras tend to be involved with criminal gangs mainly at the street level, as enforcers, dealers, fences, prostitutes, etc. A disturbing trend is the growing influence of demons, not merely as summoned agents, but as advisors, concubines and enforcers.



Cartels

The Mexican-Colombian cartels have a reputation for being more ruthless than the Mafia (below). They are tightly focused on the drug trade and money laundering. They started out as Colombian cocaine-smuggling syndicates, but the Medellín and Cali operations near the cocaine sources were soon annexed by the powerful, mage-dominated Chihuahua cartel, which sat astride the distribution routes through Mexico, New Mexico and Texas.

The cartels hire the best in security and enforcement specialists, be they Argentine, Cuban, Mexican or American. The cartels also invest heavily in expensive magic items. With teleportation wands, Hideaway spells and under-the-radar flying carpets, U.S. Customs and DAEA officials have all but given up on a "stop it at the border" policy. They instead concentrate on shutting down foreign drug labs or coca fields in conjunction with Mexican and Colombian authorities, and targeting the street-level distribution points inside the United States.

Cocaine is still a market leader, but spelljack (refined from cocaine) is also big; it is often refined in labs in the United States. The latest drug craze is PHTP, the manufacture of which has fuelled kidnapping-murders in the Southwest and Central America.

The cartels employ more Chimeras than other criminal groups.

Mafia

La Cosa Nostra got into magic in a big way in the mid-1960s, building on old-country traditions. In the field of magical crime, the Mafia have concentrated on "protection" rackets targeting mom-and-pop magic shops and the construction industry, as well as magical blackmail, mindslaving, and chimera and succubus prostitution.

The Mafia are also heavily involved in smuggling cheap American magic items into Europe, where protectionist tariffs make this a lucrative deal. They have largely left the cocaine import trade in the hands of the cartels (above), but they still claim a share of the distribution action in some cities. They control illegal alchemical laboratories within the United States as well, especially in the east and south, but these are coming under increased pressure from the triads (below).

The Mafia call their wizards "Bernadanti." Most are experts in security and Mind Control spells, but a few assassins exist, many of them specializing in skull-spirits and demons (the advantage in using a demon is that its mind can't be read). Some Mafia families enforce a "code of silence" in which the don keeps a Soul Jar of each of his key subordinates.

Triads

These Asian gangs are growing in strength on the West Coast, but it's a two-way street: many mageborn Chinese-American triad members returned to Hong Kong and Taiwan, where they used their skills to take over much of the Asian underworld. In America, the triads are into everything from exploiting Asian immigrants in sweatshops to smuggling drugs and Chinese AK-47s. Their big business is black-market Chinese elixirs smuggled in from Hong Kong through West Coast ports. Due to the overseas nature of the route, they rely mainly on conventional techniques (e.g., smuggling on aircraft and ships). They are also involved in PHTP production, and compete with the cartels for control of that interest – often quite violently.

A small number of dragons have attained high positions in Asian-American triad gangs, mainly as a result both of traditional Chinese respect for dragons and the connections made between some Vietnam War-vet reptiles and the Asian underground.



RISE OF THE CONDOR (CONTINUED)

The Condor Group has ambitions that run beyond Argentina. It provides covert funding to neo-Nazi and right-wing extremist groups around the world, and conducts industrial espionage aimed at strengthening its own (and Argentina's) technomagic capabilities. During the Reagan administration, the Condor Group was involved in the Condor-Contra scandal, in which funds for right-wing guerrillas were funnelled through it.

See also *Argentina* (p. 126).

8. WORLD OF WIZARDRY

Lord Deadlady turned away from the bank of computer monitors to face the vampire who knelt before her. His gothic finery was in tatters. If he went any paler, he'd be transparent.

"It wasn't my fault," Ash said. "We set the scrywards like you said, had the place sealed tight. We'd got the goods – the penguin was in the freezer room, where the Maoist guys said he'd like it. He had the Russian necromantic grimoires, the ones they'd left behind, in exchange for the bio-weapons."

"We'd just finished loading the canisters into the truck, when the forklift went crazy, started on its own. It ran over my zombies. Toni and Raoul tried to shoot it but her gun jammed – magic! I took out my phone to call you but all I got was this phone sex line – then the lights went out and the fire extinguishers went on. Raoul's gun just went off on its own, and he cut Toni and the zombies in half . . . the forklift got him, and I ran for the freezer . . ."

"That's when the lady cop teleported in. She wasted the penguins like they were nothing. I ran for the end of the hall . . . If I hadn't mirror-dived, she'd have got me too." He stared at her with bloodshot eyes. "The cop – you know her?"

"Oh yes," Deadlady said. "Albuquerque SWAT's best technomage." Her eyes blazed. "It's all turned to dust," Lord Deadlady said. "Our alliance with the Southern Atlantic Solidarity Strikeforce, the plans to get the Russian grimoires in Antarctica . . ."

She stood up. "But one thing is certain."

An image appeared on the dozen monitors.

"Bethlehem Jones will pay for this."



The realities of today's world and the existence of magical "have" and "have-not" nations were largely shaped by the location and extent of magical fallout patterns from the two atomic bombs.

Trinity's Shadow

The manafall from the Trinity Event covered a 1,500 to 2,000-mile radius: the area known as "Trinity's Shadow." It encompassed the contiguous United States (except eastern New England – including Boston), as well as southern Canada, all of Mexico, and parts of Central America and the Caribbean. Just over one percent of the population in these areas experienced magical chromosomal changes. Their descendants would be mageborn or chimera, or have magical defects.

The Manabelt

The Manabelt is the heart of Trinity's Shadow: a roughly circular region of high mana extending 200 to 250 miles out from the boundaries of the Hellstorm, beyond which it blends into the normal mana of the rest of the world. It covers much of New Mexico and small slices of Texas, as well as Chihuahua in Mexico. The Manabelt received very heavy manafall, resulting in four to six times as many mage and chimera births as were experienced in the rest of Trinity's Shadow. It also affected the animals: New Mexico's mountains and deserts are home to many odd creatures!

The period from 1946 to 1950 saw an exodus due to fear of the Hellstorm, but since then, the Manabelt has witnessed a steady rise in population. First, the area is attractive to magical industry, which is drawn by the concentration of mages and the magically educated populace. This pumps money into the economy, which in turn creates other, non-magical jobs. Next, the Manabelt is a mecca for teen runaways, neo-pagans and counterculture types, who are drawn to a land where anyone can use spells. Finally, chimeras from all across Trinity's Shadow are drawn here, where the largest and strongest chimera communities serve as a bulwark against prejudice.

About one in 20 Manabelters is a wizard, and almost everyone but the tourists knows a couple of spells, chosen from those that don't require Magery or lots of prerequisites. Farmers learn Bless Plants or Plant Growth; ranchers, a few Animal Control spells. Especially popular with urbanites are Haste, Night Vision (for those nighttime commutes), Persuasion, Purify Water, Seek Food, Sense Emotion and Truthsayer. Easy-to-learn self-defense spells for mundanes include Air Jet, Fatigue, Flame Jet, Flash, Rooted Feet, Sound Jet, Spasm, Thunderclap and Water Jet.

Trinity Site

Trinity Site is located 60 miles northwest of Alamogordo, New Mexico in the desolate Jornada del Muerto ("Journey of Death") desert, overlooked by 8,300-foot-tall Darkness Peak. The Hellstorm is centered here, and is about four miles in diameter and (now) about half a mile to a mile high.

The storm resembles a bank of low-lying storm clouds shot with violent lightning. The cloud bank is roughly circular and rotates around a central point, with 75 to 150 mph winds. Several funnel clouds reach down toward the earth. Within a 10-mile-radius is an area of very high mana. At its center is the ¼-mile-wide glass crater of Trinity Site and the melted ruin of the steel tower on which the bomb exploded; the crater is radioactive (1-5 rads/day). Outside the crater is the Special Research Area: two bunkers packed with scientific monitoring gear.



PLACES OF POWER

A few ancient sites that people have long believed to be places of magical power represent small pockets of high or aspected mana. These include Stonehenge, parts of Easter Island and some Buddhist temples. These areas are of little strategic significance (since enchantment works no better there than anywhere else), but often attract permanent encampments of mundanes eager to use magic around them. *GURPS Places of Mystery* is a good resource for GMs who wish to explore such concepts.

PLACES TO VISIT

Manabelt sites and towns in New Mexico include:

Alamogordo: An agricultural center whose location near Trinity Site has made it the home of several of the nation's most critical magical defense, nuclear and space-sciences labs. Nearby military bases are Camp Merlin (the U.S. Army's wizardry training school), Holloman Air Force Base, and White Sands Missile Range and Space Teleportation Center.

Carlsbad: A small town on the Pecos River, 30 miles north of the Texas state line. Attractions include the Living Desert Park, with much wildlife (including "walking cactus" species), and the controversial Waste Isolation Plant, which disposes of manactive nuclear waste that's trucked in and buried in underground salt domes. Across the desert in the Guadalupe Mountains (25 miles away) are the Carlsbad Caverns, which extend for three miles. Home to over a million bats, there have been occasional rumors of vampire activity in the area.

Roswell: The Chaves county seat, Roswell (pop. 47,000) is a ranching town on the edge of the dry Llano Estacado plain. It was made nationally famous by the "Roswell Incident" of 1947, when the military were rumored to have captured live scellie, but is also home to the New Mexico Military Institute (founded in 1898), the United States' only high-mana cadet school. Famous for its Gothic architecture, it has 1,000 junior and senior high school students.

White Sands: A few miles from Alamogordo, this National Monument consists of several hundred square miles of gypsum dunes populated by unique, desert-dwelling wildlife – including a rare albino sub-species of the New Mexican basilisk. Its trails are open to tourists, but the area may be closed off during missile tests or sensitive teleport experiments at the adjacent range.

CENTRAL AMERICA AND THE CARIBBEAN

Belize: Small but stable, it depends on tourist dollars and a degree of British protection. Geomancers discovered large oil reserves nearby in the 1970s, but it has not yet been economical to exploit them.

Cuba: The northwest, including Havana, was blanketed by the manafall; the social tensions produced helped bring on the Revolution. Castro employs wizards and provides state-sponsored magical education for them, but also has a healthy distrust of them: an elite wizard caste is incompatible with socialist ideals. Wizards help build roads and provide medical care, but the government would prefer that they earn hard currency at mageworker jobs in the U.S.S.R. or Europe. Many serve as military advisors in places like Angola or Central America, and Cuban mercenaries have proved extremely effective at supporting Soviet clients.

El Salvador, Guatemala, Honduras and Nicaragua: All suffer from social inequalities and poverty, which fuel a cycle of left-right wing extremist violence. This is aggravated by foreign intervention, with Soviet, Cuban and American money, mercenaries and military advisors supporting different factions. Since the 1950s, endless coups, counter-coups, guerrilla uprisings and state-backed terrorism have killed hundreds of thousands. With the end of the Cold War, there's less foreign interference, and some moderate regimes are appearing – but the old problems and hatreds remain.

These nations have mageborn populations whose efforts have slightly raised the standard of living (thanks mainly to Healing and Plant spells). They lack the infrastructure, capital and technological base needed to set up industrial magic plants on the same scale as Mexico, though. The high salaries offered to mages in other countries have led to a "brain drain," with many Central American wizards leaving for the United States, Mexico or South America.

Haiti: Ironically, the manafall missed Haiti. "Papa Doc" and various successors used a few native secret-police mages and Mexican mercenary wizards to prop up their regimes. Democracy was recently restored under the threat of massive U.S. intervention, but political and economic problems remain. The Voudoun religion (and Santería from Cuba) has been a popular export, spreading like wildfire through the Americas.

The Hellstorm is a restricted area, due to the hazards of meddling in very high mana. Security is in the U.S. Army's hands: three 10-foot-high wire fences (at 10, 12 and 15 miles) with sentries at each gate. At the innermost fence, a few hundred yards from the very high-mana area, is a visitors' center and a gatehouse garrisoned by a platoon of military police from nearby Camp Merlin. The Army patrols the perimeter with light armored vehicles and carpets, assisted by dragons from Holloman AFB and spells like Wizard Eye. A few infiltrators have successfully penetrated these defenses (usually via magic), but most were simple sightseers, or were arrested before they could perform any dangerous rituals.

Twice a year (April and September) the Army lets bus-loads of tourists come in as far as the blockhouses on a guided tour.

Albuquerque

The economic hub of New Mexico, Albuquerque sprawls on a mile-high plateau at the nexus of two major interstate highways, nestled between the mighty Rio Grande and the white-capped Sandia Mountains. With an anglo-hispanic population of 452,000 (including 65,000 mages and 11,000 chimeras), Albuquerque is the second-largest city on Earth within a high-mana area. It is a center for defense and electronic technomagical firms and laboratories, including Sephiroth, Necrotech, Sandia National Labs and Hermitech.

Albuquerque deals with a constant influx of immigrants and tourists, all eager to experience life in the "City of Wizards." The city has its dark side, however. Magical crime and drug use are on the rise, and in the sleazy "Lower Central Avenue" district, you can buy everything from succubus hookers to vampire snuff films.

Kirtland Air Force Base: Home to an F-119 stealth fighter wing, a squadron of U.S. Air Force Special Operations dragons, and the secretive Defense Special Weapons Laboratory that works on everything from airborne mana-disruptors to necronium bombs. The base's National Atomic Energy Museum has impressive exhibits on the Trinity Event; the curator is a dragon Vietnam vet.

University of New Mexico: New Mexico's most important college, with over 100,000 students. Famous for its Thaumaturgical Science program, which has a reputation as the best in the world. Every year, 6,000 mages come here to study.

El Paso-Juárez Metropolis

The twin cities of El Paso and Ciudad Juárez constitute the world's largest high-mana urban area, straddling the Texas-Mexico border. The area is a center of magical industry, especially consumer products. Since the Border Industrialization Agreements of the 1960s and the more recent NAFTA treaty, many U.S. technomagical branch plants have been established on the Mexican side of the border, taking advantage of lower labor costs while at the same time pumping money and high-tech jobs (and sometimes mana-active waste) into Ciudad Juárez.

Ciudad Juárez, Mexico (pop. 1.7 million): The most populous high-mana city in the world. It is a vibrant, historic place, home to bustling markets, ancient churches



and throbbing technomagical factories. Its reputation for fine restaurants and exotic entertainment, born in Prohibition days, still draws American visitors. Even more come to shop for mundane goods, elixirs and magic items, which are often 20-30 percent cheaper than in the United States. Ciudad Juárez also has the world's highest rate of magical crime. The police force struggles with the corrupting influence of the extremely wealthy Mexican-Colombian cartels (p. 121).

El Paso, Texas (pop. 650,000): The headquarters of Manadynamics, the world's largest magical corporation. The University of Texas at El Paso (UTEP) is one of the nation's top centers for magical studies, with 30,000 students, many from Mexico. El Paso is also home to the U.S. Army's Fort Bliss.

Mexico

All of Mexico fell under Trinity's Shadow, and one city (Ciudad Juárez, above) was within the Manabelt. Like the United States, Mexico has adapted well overall. Its large population means a lot of mages, and the manafall has distributed them evenly across social and economic boundaries. Thanks to Plant spells and weather control magic, Mexico has become the breadbasket of much of Central and South America. Necrohistory has led to a blossoming of knowledge about its ancient past (and even some "neo-pagan" reconstructions of old religions). In some places, Earth magic has led to a revival of monumental Toltec and Mayan architectural styles.

One of the heavily industrialized nations forming the "Group of Eight," Mexico offers its citizens political stability and a high standard of living. Health care has improved dramatically with magic. Wealth has not always been evenly distributed, though, and the nation is still poorer than the United States. The Indian minority in particular suffers from prejudice and a lower standard of living, especially in the southern Chiapas province (which received the least manafall and thus the fewest mages). This flared into a revolt in the early 1990s, which was quickly crushed by the army. Drugs are another problem: the powerful Colombian-Mexican cartels (p. 121) have corrupted some police forces and courts, while the drug PHTP – which lets anyone be a mage – is becoming popular among the mundane elite.

While Mexicans don't have access to the same range of technomagical toys as their northern neighbors, shops selling wizardly services (like healing, divining, etc.) are everywhere. Mexican mages are eagerly recruited by companies worldwide – especially those who would rather stay out of hock to Uncle Sam. A high foreign debt load (due to heavy expenditures on technomagical industrialization) is causing sporadic economic problems, but Mexican magic-item exports are doing well.

Canada

"English-speaking Canada" from Vancouver to Toronto was affected by the manafall. Northern Canada, Quebec and the Atlantic Provinces were untouched. This has contributed to political and economic imbalances, and has fuelled separatist agitation in French-speaking Quebec. Overall, Canada has embraced a U.S.-style technomagical society. Its "CANDU" NEMA reactors are imported by many nations for industrial enchantment (and often used in illicit weapons programs), while its national magical health-care system is the envy of even the United States! Canadian troops, with wizardly support, are very effective at U.N. peacekeeping.



TIERRA DEL FUEGO

The Antarctica manafall drifted across the South Atlantic and fell on Tierra del Fuego, Argentina – near Ushuaia, the most southerly town in the world. Famous for its wildlife and beautiful snow-covered mountains, it soon gained another reputation: the 10,000 or so inhabitants (many of them Onas and Yaghanes Indians) experienced mage and chimera births. Fearsome vampiric entities also showed themselves (see *Chonchon*, pp. 55-56).

In the early 1950s, the Condor Group (pp. 119-121) – fresh from consolidating its power – was aware of U.S. research that linked Magery to the manafall. It arranged for Argentine troops to “relocate” many citizens and rural Indians “due to radiation hazards.” In actuality, most went to labor camps or were killed, with the exception of young mageborn children and women believed to have managenic chromosomes. Mageborn babies were sent to Nazi and Peronista families to be raised by them; chimeras were euthanized. Women were used for “eugenics experiments” aimed at breeding more young mages, administered by a German immigrant who was rumored to resemble the notorious Dr. Mengele.

The genocide perpetrated by the Condor Group did not go completely unnoticed: many Onas and Yaghanes escaped, sought sanctuary in Chile or fled into the mountains. Some Argentine and foreign journalists pieced together parts of the story and attempted to publicize it, eventually getting a watered-down U.N. resolution for their trouble. Due the Korean War and other global events that were going on at the time, it was largely ignored.

Today, Ushuaia is home to an army base, a scientific station and a pleasant resort. The depopulated area has been designated a “manazological wildlife sanctuary” and is patrolled by army rangers. Foreign tourists or scientists on good terms with the Perón regime get privileged access. Many of the few hundred Onas and Yaghane left in Argentina have joined left-wing guerrilla movements, providing some magical stiffening – and, in tragic irony, sometimes find themselves fighting their own cousins.

Antarctica Hellstorm

The Antarctica Hellstorm (technically, the Zhukov 3 Event) is similar to the Trinity Hellstorm, but has eight times the radius. The dozen cracked geodesic domes of Ice Station Zhukov (some partly buried under snow) can be seen about 30 miles from its center.

Killer penguin settlements are igloo villages, scattered many miles apart along the coast, with populations of 30-60 birds. They send occasional parties into the interior, carrying spell-preserved fish rations. A penguin garrison of 50-100 birds patrols the area in and around the Zhukov ruins. Their purpose is unknown – perhaps technological research or a political statement . . .

Argentina



Argentina has become the leading magical power in South America. Although it lacks sufficient mages to become a true technomagical society, it has attracted many Mexican and Central American wizards with offers of high wages. Most Argentine mages work in agriculture, defense, health care and agriculture, with a fledgling magical industry concentrating mainly on defense systems.

The country is run by a fascist government controlled by Evita Perón (who doesn't appear to have aged a day since 1955), supported by a military-industrial complex run by home-grown Peronista fascists and a secret cabal of former Nazis (see *The Condor Group*, pp. 119-120). In 1988, an assassin killed Juan Perón, who had been in power since the 1940s. Evita seized the reigns of power and crushed the coup. Blaming the death on “native communists supported by British and Jewish agents,” the government began the “Dirty War”: a continuing reign of terror against all opponents of the regime, real or imagined. Thousands of people have “disappeared”; many are believed to have been tortured to death, ending up as zombies laboring in Condor Group-owned mining camps and factories or serving in the “special police battalions” run by the security forces.

The existence of high-ranking Nazis in Argentina is well known. Their full capabilities and the extent of their infiltration into Argentine politics have been largely ignored by Western authorities, in spite of warnings to that effect by Nazi hunters like Simon Wiesenthal. Despite being a repressive dictatorship, Perón's regime provided an anti-communist bulwark throughout the Cold War.

Argentina has poor relations with Israel and the United Kingdom. Its human-rights violations have won it few friends in the West. It is distrusted by its South American neighbors, which has led to an arms build-up in the region. It has recently entered into a relationship with Ukraine; both sides are believed to be trading nuclear and magical technology. Relations with the United States are strained, but trade continues with a policy of “engagement” despite opposition from pro-Israeli congressmen.

The Mundane World

Countries not directly touched by the manafalls tend to be ambivalent about magic. They combine a sense of resentment that the United States, Canada and Mexico have 10 to 100 times as many mages as they do with a feeling of relief that

they have been spared the social changes, magical crime, vampirism and chimera births that go along with a technomagic society. Most support a limited program of state-sponsored magical industrialization, especially in the health, agricultural, aerospace and defense sectors. The high cost of magical production lines and the difficulty of recruiting native mages to run them means that many nations buy American magic items and hire foreign mageworkers.

Domestic mages aren't usually numerous enough to use in industry. If they haven't taken over the country (as they have in Surinam and Argentina), they often end up as astromancers, entertainers, medical researchers, seers, spies, soldiers, secret police or (unfortunately) master criminals. Technomagic efforts are concentrated on a few high-profile defense magic-item factories. Given the huge imbalance in global technomagic resources, American fears of "necromantic proliferation" in countries like Pakistan, India and Iraq are often seen as self-serving.

Even among traditional U.S. allies, modern technomancers are often seen as a wealthy, powerful, Americanized elite who threaten the orderly nature of society. In Europe, powerful socialist interests tie technomagic to the evils of American Imperialism, the Cold War, nuclear power, the neo-Nazis of Argentina (and the German far right), mana-active and radioactive pollution, magic-resistant and undead diseases, elemental enslavement, vampires and global necromantic holocaust.

Many non-manafall countries have made major investments in alchemy, regarding it as a good "traditional" alternative to technomagic. In particular, Chinese alchemical science is highly developed: the Chinese pioneered the field of birth-control elixirs and developed the first longevity potions. Many suspect that the current "old guard" in Chinese politics will be around forever, but Beijing has taken care to ensure that such elixirs are available not just to the political elite, but also to worthy individuals in all fields, like science and athletics.

Vietnam

Postwar Vietnam is run by an authoritarian military-industrial regime with superficial democratic trappings, much like South Korea was in the 1980s. U.S. and French investment since the 1970s has pumped up the economy, but many areas of the country are still badly scarred by the war, and some remain uninhabitable due to mines, bombs or necromantic toxins. The north remains a poorer part of the country, and there is still some communist guerrilla activity, which the regime uses as an excuse to crack down on democratic agitators.

The Magiocracy of Surinam

This small, bauxite-producing South American nation is one of the few out-and-out magical dictatorships in the world. Lying outside Trinity's Shadow, it had few native mages – which made it vulnerable to magical takeover.

The current head of state is Maria Hawker, widow of Sergeant Major Hawker, the mercenary who seized the nation in a coup against its dictator, Bourtese, in 1982. Of mixed Dutch and Surinam ancestry, Maria was educated at El Paso and was working as a necrohistorian studying ancient Indian religions when she met her husband-to-be. She inherited the government after her husband's assassination. Her first act was to track down the left-wing guerrillas responsible and have them publicly executed by a skull-spirit conjured from her husband's corpse.

President Hawker is a virulent anti-communist, but enjoys the support of the Dutch foreign ministry, as her regime has kept the bauxite flowing overseas at low prices and has opened the country to foreign corporate investment. The principal investor is the Leviathan Investment Group (pp. 113-115), which has pumped hundreds of millions of dollars into the local economy, building schools, hospitals and infrastructure. There is some evidence that Leviathan is using Surinam as an experiment in corporate nation-building.

Surinam's relations with its neighbors are cordial,

CREATURES OF ENCHANTMENT

These creatures are native to the American Southwest, the Caribbean and Mexico. Some have spread as far south as Panama.

Basilisk: Spiky gila monster (2-foot long pink, yellow and black lizard). ST 3, DX 13, IQ 5, HT 13/4. Speed 1, Dodge 6. PD 2, DR 1. Casts *Flesh to Stone*-25 from a 24-point mana gland in a "third eye" that opens in its forehead. Fasts for days, then seeks prey – somehow gaining life energy from petrification.

Great Crimson Manticore: A mountain lion with crimson fur, a human face and a scorpion's tail. ST 20, DX 14, IQ 6, HT 14/20. Speed 7, Dodge 7. PD 1, DR 1. 500 lbs. Strikes with claws for 1d cutting or stings for 1d+1 imp. If the sting penetrates DR, roll vs. HT; failure indicates paralysis for 3d minutes. It parrots human phrases overheard from victims using their voices, and likes the taste of human flesh.

Jackalope: Small, fierce rabbit with antlers. May attack in mating season. Mostly harmless, unless undead. ST 2, DX 14, IQ 3, HT 15/3. Speed 14, Dodge 7. Males can butt for 1d-5 impaling damage.

Walking Cactus: Ambulatory humanoid cactus, 15-20 feet tall. Sucks the blood out of animals. ST 30, DX 10, IQ 2, HT 15/100. Speed 5, Dodge 5. Eyeless, it hunts by sensing heat (Infravision) with "pits" on its spines. Attacks by grappling and crushing its victim against its spines (2d cutting damage/turn in close combat). Takes double damage from fire. Impaling attack do no extra damage, and it has no "brain" or "vital organs" hit locations!

In sewers everywhere:

Albino Alligators: ST 20, DX 12, IQ 3, HT 12/20. Speed 6, Dodge 6 (land or water). PD 2, DR 5. Bites for 2d cutting damage!

Found at sea in the South Atlantic:

Leviathan: Giant sea-serpent with a draconic head. ST 100, DX 12, IQ 5, HT 13/100. Speed 6, Dodge 6. PD 2, DR 6. Bites for 5d cutting damage. Known to attack radar masts and snatch humans off decks.

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